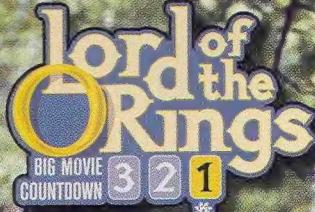




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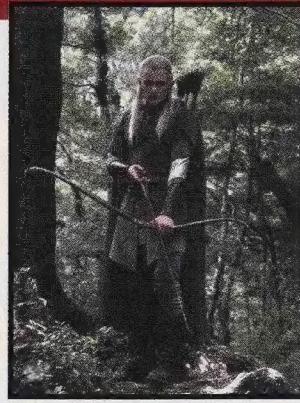
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NOT RECOMMENDED FOR ALL AGES

**THIS MONTH'S COVER**

One month and counting to "The Fellowship of the Ring" and we've got all the pre-movie excitement right here—including Legolas, straight from Decipher's new CCG. For more on the One Ring, check out our "Rule Them All" feature on page 42.

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NAME THAT LOON



NEW BLUE CARD? Blue mages have been losing the name game in *Magic*, and *Odyssey* ain't helping.

Giant Oyster, Disruptive Student and Horseshoe Crab without cowering in embarrassment. All the while sitting across the table from someone casting the likes of Arcades Sabbath, Massacre, Gauntlets Of Chaos, Soul Burn and Force Of Nature.

And the new *Odyssey* set makes matters worse, saddling the true blue with cards like Cultural Exchange, Peek and Standstill. What, no Unstifled Yawn, Good-Sized Turtle or Repentant Barnacle? Maybe next time.

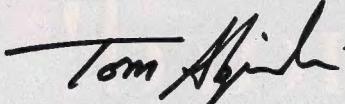
Though it's little conciliation, the other colors get to feel a little of blue's pain in *Odyssey*, with green having to add the likes of Nut Collector and Diligent Farmhand to its stable. White gets the decidedly unfantastic Beloved Chaplain and Graceful Antelope. Red and Black have always scored the lion's share of cool names, and that hasn't changed, though the former gets stuck with a card called Mudhole and the latter an Overeager Apprentice.

Why fuss over something as seemingly trivial as *Magic* card names? Because fantastic sounding cards pull in fantasy fans and make you want to learn more about the game. *Magic* needs all the fans it can get. The reason there are million-dollar pro tours and cards available in every town across the world is because *Magic* has attracted zillions of fans. Mostly fantasy fans. If my first cards had been things like Sawtooth Loon, Fledgling Osprey and Camel, I doubt I would have been interested enough to play the game.

But there's a solution. To minimize lame cards, just adopt this simple rule: All card names have to also make for cool band names. So, Maggot Therapy, yes. Zoologist, no. Liquid Fire, yes. Elvish Farmer, no. Mindslicer, yes. Barktooth Warbeard, maybe, it could be a Gaelic speed metal band.

I doubt that test will ever be instituted, of course. But I'll just be happy if we don't start seeing things like Not-Quite-So-Ancient Kavu, Inner-City Bouncer and Ball Collector.

Give us more Arcane Denials, Demonic Hordes, Gravebirds, Stone-Throwing Devils... Please, for the love of Braids.


Tom Slezewski

Managing Editor (not a nut collector)

masthead

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BUMPER STICKER OF THE MONTH
 Drink more beer—OJ kills

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Inquisition

TALKIN' TURKEY... BAD WHIFF... EFREET ENVY...

Hiya kiddies! Rodney the Talking Turkey here to introduce this month's letters column. The regular letters guy, Tom "Jones" Slizewski, gave me the space at the beginning of this month's "InQuisition" to talk about whatever I wanted. He still feels bad for eating my dad last Thanksgiving.

So this is my chance to tell the world what Magic is missing. Namely, turkeys! It really grabs my groin that there are cats, dogs, birds—even frickin' turtles—but not one tourney legal turkey—except for Cephalid Shrine, but that's not the kind I'm referring to. I wanna see some two-legged, struttin', waddle-headed 'keys in this game. And soon!

It sure would add some variety when my buds and I get together in the barn to slap down some Magic. Right now, we all play the same decks. What kind of decks do turkeys play?

Goblin, of course.



WANTS MINI PEARL

I am looking for a certain type of minis game and, since you guys play every good game there is, I thought you might be able to help me. I am looking for a game set in medieval times that has knights, sorcerers that kind of thing. I have thought about Warhammer and Mage Knight but these games require a lot of time and money and the need to learn complex rules, all of which I do not have. It would be perfect if it had easy-to-learn rules that require strategy more than luck and a way to win without having to buy that \$40 awesome guy who kills almost everyone on the board. I just want a fun strategy and tactic based game that is fun and inexpensive.

K. M.
jkav@core.com

Check out the upcoming Mage Knight Dungeons. It has knights and wizards, easy rules and requires little money to get started. Any game that's fun for the long haul is going to require a bit of complication though. If you can't handle that, you're destined to a life of tic-tac-toe and one-potato, two-potato.

BAD WHIFF

I have an idea for your "What If?" column:

Card Name: Wicked Infernal Female Entity (acronym is W.I.F.E., pronounced "whiff").

Casting Cost: 1RRUU.

Abilities: 2R: Tap target creature (caught husband sneaking out... stopped him in his tracks).

2U: Destroy target artifact (destroys husband's Magic cards)

3R: Destroy target land (destroys husband's garage/den)

Art: A horribly disfigured gob-

lin witch with a large open mouth displaying yellow sharpened fangs. Her unkempt long hair hangs in tatters around a plain gray robe. A large ornate ring dangles loosely from a string worn around her neck. Three goblin children wail loudly at her feet as a hapless paladin flees in terror.

For husbands everywhere, we men need to see this card in print somewhere.

Leo Agosta
via e-Mail

P.S. If I send you a picture of my wife will you use it as art for the card?

This is the saddest letter I've ever gotten. For the love of God, please don't send a picture.

RIGHT ANGLE

I play WWF Raw Deal CCG and am wondering two things:

1. Why did they make all the new rules and deck requirements in Backlash expansion like prematch and midmatch cards. It was a great game before, why did they have to go and complicate things?

2. Why did they make Mankind before they made Kurt Angle? I mean, Mankind is good and all, but everyone knows that Kurt Angle is better.

3. And whatever happened to your Raw Deal price guide? You have Survivor card prices but no Raw Deal card prices.

Mat Williams
Lawton, Okla.

I put your question to Zev Shlasinger, brand manager for Raw Deal. After giving me the double middle finger, he answered your questions:

1. "We wanted to expand the strategies found in the Raw Deal CCG. And what better way than to introduce the prematch and midmatch shenanigans that take place on the

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well of knowledge

You got questions... we got answers. Well, not us personally. But here are the best places you can go to find the information you so desperately crave.

Magic
Online price guide, buying and selling forum and pictures of all the cards:
Website: wizardworld.com

television shows?

2. Mankind has a cool mask. Angle wears ballerina tights! Besides that, at the time Raw Deal was being developed, Angle was not the superstar he turned out to be. In fact, our new Survivor Series will be a reprint set with updated pictures and text. Mankind will become Cactus Jack and an updated Undertaker will now be known as 'Deadman, Inc.'

3. The IQ price guide will be covering the lesser traded games on a rotating basis. Some months we'll have Raw Deal; others we'll have Warhammer, Warlord, Edible Hamsters the CCG... whatever's new and hot.



ENTER: THE STORM SHAMAN

In response to your call for pix of people who look like *Magic* characters: Let there be no question about it; my dad is the Storm Shaman.

Mike Rudberg
Winthrop, Mass.

Guess that makes you a lingering mass of hot air.

Magic

Ask the publisher any question about the game: E-mail: questions@wizards.com

Magic

Most current, complete and extensive rules clarification's and card rulings: Website: www.crystalkeep.com/magic/index.html

CLUE? WHAT CLUE?

I think that your magazine is completely stupid. The top 100 list with Spiritmonger on top and no Time Twister at all is so frickin' wrong that it doesn't deserve to exist and you should apologize to all gamers that had the misfortune ever to read it. Your magazine's combos also suck. Do you people actually even play *Magic* or do you just look at lists and throw random card names together? How can you be such complete idiots?

Nick Robillard
slimshady_77@hotmail.com

Being an idiot is easy. One way to accomplish it is to write letters to magazines without knowing what the heck you're talking about. Case in point: The list Nick is referring to has the top selling cards around the country. We don't rank 'em by how good they are, just how much market activity they have. Like it says under the Top 100 list logo: "This month's biggest sellers and most sought-after cards."

MANY LEVELS OF SUCKINESS

Firstly, *Ice Age* does suck. However, that deck your buttweasel staff came up with for *Magic* "Block Party" in *InQuest* #78 flat out bites the big one. It should have been either a pure Necro or a blue/white counterpost deck. Either one of those would have been more competitive. Intentional sabotage doesn't prove your point, it just makes people like me doubt the facts a little more.

Brian Fletcher
blackhart1@yahoo.com

Fresh from having crammed four packs of Ho-Hos down our only toilet, is chief saboteur and associate editor Steve Frohnhofer with his rebuttal to your vile accusations:

"As president of the local chapter of Snow-Covered Landhaters, I wasn't really concerned that *Ice Age* would win the 'Block Party.' You know, Brown Ouphe and Chub Toad aren't going to beat the crap outta Masticore, Morphling and Lin Siwi. And so black/white it was.

Ask the Nut Collector



What's the best way to sell my *Magic: The Gathering* cards? I have pretty much a full set from Beta all the way through *Apocalypse*. Can I make more money selling them as single cards or as sets? This is an emergency, and I need money F-A-S-T!

MonevGale@AOL.com

Hey, come on in. Can I get you something to drink, a Pepsi, a Yoo-Hoo, something...? Have a seat. So, what've you been up to? Yeah? San Diego, huh? I hear the weather's just perfect out there. Like it's always GIMMIE YOUR NUTS! NUTS! NUTS! NUTS! GIVE IT UP! DON'T TRY AND FIGHT ME, I DO ISOMETRICS! C'MON, LET GO! LET GO! UNCLENCH YOUR FIST! YOU'RE NOT GONNA...HA! GOT 'EM! MINE! MY NUTS! MINE!

Mage Knight

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IQBites

QUICK HITS FROM OUR READERS



Who cares about "What If?" It's not going to happen. Ever. It is a waste of space. One instance that particularly irked me was issue #76's The Predator. A nuclear explosion that does a scant two damage per side?

—Kidharddrive@
aol.com

What the hell? You left The Black Powder Rebels out of "Enter the Dragon." Clearly you are all mentally disturbed since the rebels are the best faction in the game.

—Joe Sinclair
Xenorph@prodigy.net

I just bought a Magic Whirlpool preconstructed deck with an odd screw-up. It came without Opt, Confound or Jilt—not even one, let alone the two it should have. What was in their place? A Forest. That's right, one little grove of trees have sprouted in the place of four key cards.

—Matt D.
Wichita, Kan.

I almost fell over laughing at that your "Late Night With Juzam Djinn." You should consider making it a series in every magazine.

—SilvrWyvern@aol.com

Why does Dromar, The Banisher, have a four-star rating when Treva, The Renewer, doesn't? Treva has to be the second best of the dragons, next to Rith. But yet Treva only has three stars while Dromar, The Gay has four.

—Trevor Young
Muscle Shoals, Ala.

The artist for Savage Gorilla drew an orangutan instead of a gorilla.

—Nigel Jian
crazy2986@yahoo.com

I didn't think it was physically possible, but InQUEST both sucks and blows. I don't read it frequently, but your new guy, who replaced Rick Swan, sounds like the biggest buttweasel in existence.

—KewlKevin789@AOL.com

Spiritmonger is almost as good as Masticore and should have been on the top creatures of all time list, even if he only works in black/green decks. You have to admit that he's even better than the broken Efreet from Magic's early days.

—Josh Jelin
Jelinboyz@cybertours.com

Counter/post, you say? I suppose you'd have liked Counter/Phoenix or Forbidian to represent Rath Cycle and Blue Skies to have it out for Masques. Oh, the excitement of hour-long games.

Would straight black Necro have been better? Perhaps. But our crack staff, since we actually build decks ourselves rather than copycatting the pros, wanted to give Ice Age a fighting chance with some removal spells. Without Disenchant and Swords To Plowshares, Ice Age block probably doesn't win a single game.

Now, if you'll excuse me, I gotta go drain the brake fluid from Slizewski's car.

BLOCK HEAD

I was reading InQuest #77 and saw that the old school deck in the "Block Party" article had Ivory Tower in it. I was wondering have you thought of the combo Ivory Tower and Spellbook—costs 0: Skip your Discard Phase. I think the deck would do much better with that combo.

—Bobby Saunders
bo523@prodigy.net

Great combo, Bobby. If only Spellbook wasn't from the Rath block, it may have made it into the old school deck.

EFREET ENVY

I own a Serendib Efreet that is misprinted. It's green for some reason. How much is it worth? And why is the Serra Angel a rare now? That sucks.

—Tim Carlson
Racine, Wis.

What a great opportunity to introduce our shiny new foil price guide editor Jeremy Smith. Take it away, J:

"Lift those pale gamer arms, Tim, and flip a few pages to our price guide section. You'll see that all Revised Serendibs have the green border error—probably caused by a computer glitch when the set was produced. You'll also see that the card is worth \$4, median. As for Serra, they probably made her a rare because (a) she's extremely powerful in draft and sealed play and (b)

Warlord/L5R

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her sex appeal has made her a chase card, as you can see in our Price Guide Top 100 list on page 83."

HELP ME FIND THESE KINGDOMS THREE

I live in Oregon and am trying to get my hands on a complete set of Portal: Three Kingdoms. Ouch! How do I get these in English without flying somewhere? If you guys could lend me a hand I would be very grateful.

—Galen Hannah
Central Point, Ore.

Never lend a guy a hand, unless you know for sure what he's going to do with it. That's my motto. But I'll make an exception. You don't have to fly anywhere, Galen; that's hard on the arms. Just get your local dealer to hook up with a distributor who sells these cards. One such is The Edge-Man at www.edgemans.com; phone (214) 349-9690. Unfortunately, only dealers can order from them and Three Kingdoms booster boxes are bucks. To the tune of \$160 a box!

BLACK & WHITE AND RED ALL OVER

I bought the Beatdown box set and got a card that was blank. The back is normal but the front is totally white. I'm wondering, is this a defect or is it supposed to be included and does it have any value?

—Jon Osberg
Woo Dale, Ill.

Note to all would-be Magic tycoons. Blank cards, even if misprinted, aren't going to be worth anything—especially the ones from this set which were standard issue. Same goes for World Championship decks; they come with blanks too.

NEVERENDING STORY

I'm a little dated here, but can you answer these questions about the Magic storyline?

1. Is Mirri really dead?
2. What happened to Ertai?
3. Why is Squee called "Goblin Nabob" on his card?

Harry Potter TCG

Though not an "official" site, this part of muggle.net has scans of all the cards, decks, strategy even a rough price guide. Website: www.angelfire.com/games3/hptcg/

4. How did Urza kill Mishra?
 5. If $X=2$ and $Y=3$, how many pancakes would it take to shingle a doghouse?

Cary Gibson
 Arlington, Tenn.

Never, ever, under any circumstances shingle a doghouse with pancakes. They just don't stand up to hail damage; use waffles instead.

1. Probably. But then again, I thought the Green Goblin was dead too.

2. He moved to San Fran and is sharing a basement studio apartment with three other fellas.

3. "Nabob" is a royal title, like king or emperor, in the culture of the goblins that Squee encountered on Mercadia.

4. He trapped him in Phyrexia, chained him to a chair and made him watch "Different Strokes" reruns until he puked his guts out. All of them.

GROWIN' YOUR OWN

I live in France and found INQUEST in my travels to Portugal. Unfortunately, in France, they don't sell your magazine, and it's too bad. French CCG magazines suck.

Here is my question: Does a *Magic* card editor exist on the Internet? If yes, what is the Internet address?

Aoshi Shinomori
 aoshilevrai@hotmail.com

The best CCG card editor/creator we've found is at www.ccgmaker.com. It's not free, but \$10 is a fair price for a program that easily lets you make your own custom cards or fine-looking proxies. And you can try it before you buy it. There's a free demo that lets you make all the green cards you desire. It's for PCs, not Macs, of course.

SAVED FROM EBAY

It so happened that I stumbled across several old issues of INQUEST and sat down and read them. Now, less than a month later, I have dug out my old box of *Magic* cards, played in two Type 1 tournaments—in which I got my rear handed to me on a silver platter—and bought a bunch of new cards.

I would just like to thank you for saving me from the world of rap music, eBay, and other negative influences. I also hope to get around to playing a game of Warham-

mer 40K in the future, as I had dropped that, too. Oh, and on top of all that, I learned how to swim.

Ben "Pool Skool" Woit
 Minneapolis, Minn.

That's the great thing about this rag; it'll learn you how to win at your favorite games and somehow teach you how to swim at the same time. And reading it is good for your English grandmar... umm grummer... no, grandma... language skills.

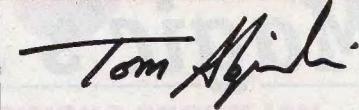
Looks like I've used up what few language skills I possess for another month. Time to kick back with a *Calvin and Hobbes* collection and try to recharge. One more thing: Remember to give thanks for all the blessings you enjoy this turkey day.

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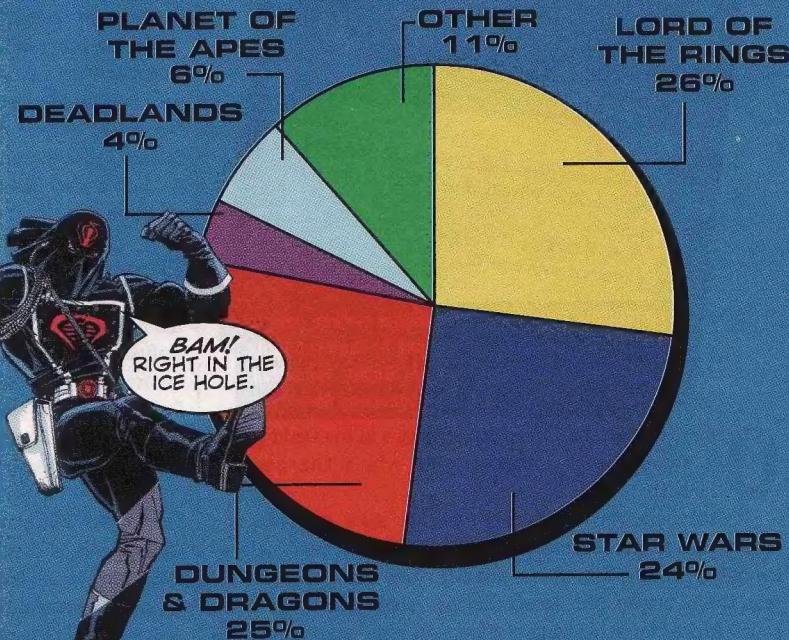


Managing Editor Tom Slizewski never drinks alcohol around women. He learned the hard way that beauty is in the eye of the beer-holder.

Poll Position

ONLINE QUESTION OF THE MONTH

WHICH PROPERTY SHOULD BE ADAPTED TO THE MAGE KNIGHT SYSTEM?



Well, dream we must since the LotR license belongs to miniature-kings Games Workshop, and the Star Wars & D&D rights are WotC's. However, there were plenty of good ideas in the "Other" category, including G.I. Joe, Final Fantasy, Rifts and Star Trek. Those interested in BattleTech should find the new WizKids version on shelves next summer along with our own offering, Chinese Hi-Tech Monkey Fart.

What's happening
in the world of gaming...

news

Magic's All-Star Game

**KAI BUDDE SHOWS WHY HE'S
LEAGUE MVP**



PRECIOUS BUDDE The Invitational winner gets to create his own *Magic* card and be featured in its artwork. This is the card Kai Budde submitted. Look for a version of it in an upcoming *Magic* set.

Once each year, the 16 best *Magic* players in the world gather at some exotic locale to see who's the best of the best.

It's strictly an invitation-only event. To score an invite, you have to rank as one of the world's top players, be last year's defending champ, or squeak in with a high DCI rating and a fan vote. This year, the 16 players who passed this test assembled in Cape Town, South Africa, for a weekend of playing a wide range of formats designed to test the gamut of their *Magic* skills.

The preliminary rounds of the *Magic* Invitational consist of 15 matches, best two out of three, with each player facing off against every other player once in five formats. The two players with the best record at the end of 15 rounds meet in the finals. The finals consist of five matches, best two out of three games, with the finalists playing each of the formats. The winner will be the first player to win matches in three of the five.

Attack Of The Clones

Competition kicked off with Duplicate Limited. Each player received an identical card pool and had to construct a 40-card deck from it. To put a twist on this format, the card pool included new *Magic* cards made up just for the tournament. Things like Partial Recall—U, Instant. Name a non-land card, reveal the top three cards of your library to all players. If at least one of the revealed cards is the named card, put all three cards in your hand. If it is not, put the three cards on the bottom of your library in any order. Also, some existing cards had their casting costs changed.

Kamiel Cornelissen, Mike Pustilnik and Tom van de Logt emerged undefeated after this round.

Decks Bigger Than Your Head

Up next was the wackiest format of the tourney, Five-Color. Competitors had to construct and play decks with a minimum of 250 cards and using all five colors. Check out www.5-color.com for complete rules and banned cards list. *Odyssey* cards were legal, and each deck had to have a minimum of 18 cards from each of *Magic*'s five colors. Players flipped for ante and the player who won the largest dollar amount in ante over three games won the match. Kai Budde made his move in this format finishing 5-1, tying him with van de Logt at the top of the standings.

Gimme Squid

Day two saw more familiar formats. First was Rotisserie Draft, where the field was divided up into two eight-player pods. Each pod then drafted from one entire *Odyssey* set. So what card was picked the highest from the set? Both pods saw *Magic*'s killer squid, Aboshan, Cephalid Emperor, chosen first. Dan Clegg, playing black/blue, made his move in this format and ended up on top along with Budde at 7-2 when it was over.

Drivin' Standard

With *Odyssey* released just two weeks prior to the Invitational, it was interesting to see how the best players would adapt their decks to the new Standard environment. Each player had to construct a deck with cards legal as of November 1, 2001—*Seventh Edition*, *Invasion*, *Planeshift*, *Apocalypse*, *Odyssey*. Well, it would have been interesting had many *Odyssey* cards seen play. However, there were few, with only the Shadowmage Infiltrator making a consistent showing. Budde and Clegg both played four in their main deck and ended the round still on top at nine wins, three loses, each.

How Much For That Wall?

The final day had arguably the toughest format, "Auction of the People." It required players to bid starting life and hand-size on

INSIDE



y MAGIC'S IMMORTALS From top, Darwin Kastle, Chris Pikula and Jon Finkel appear on the cards they designed. The latter two played in this year's Invitational.

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fan-created theme decks. Similar to last year's Auction of Champions, 17 decks were auctioned off to the players. Starting with the number one ranked player in the tournament, each player selected one of the 17 decks, then bid a starting hand-size and starting life total to play it. The next player then passed or declared a lower bid. If a player passed they were removed from the remainder of the bidding for the current deck. The player with the lowest bid played that deck in the tournament. Bids ranged widely. Michael Benafel was willing to start the game at five life and a five card hand to play what looked like the strongest deck—Chimera. Two players got decks that allowed them their full 20 life and seven card hand.

Budde bid 10 life and five cards to play a legend

deck packing all the characters we know and love from the *Weatherlight* saga: Captain Sisay, Crovax, the Cursed, Ertaí, etc. Clegg bid 13 life and six cards to play a spy-themed deck containing Goblin, Orcish, Stromgald and other spies galore. When the madness ended they were both still on top, with final records of 11-4.

Endgame

Budde and Clegg now entered the finals, where they would each play a match in the five formats. They chose to start by playing Standard. Both were playing mostly black/blue decks, with Clegg adding white to support Absorb and Meddling Mage. The match went down to game three with Budde winning.

Next, they played their Auction decks. This looked like a lopsided match going into the duel and proved just that. Budde's legends easily handled Clegg's spying bozos. Budde was up 2-0 and only had to win one more format.

Things looked grim for Clegg as he also lost the first game of the third format—*Odyssey* Rotissierie. But he stormed back to win 2-1.

Ditto for the fourth format, Duplicate. Budde quickly won the first game, with Clegg battling back to win games two and three. The finals had shaped up to be the most exciting ever at the Invitational, with everything coming down to the last format, the one neither player wanted to play—Five-Color.

Show Me The Money

The winner of the Five-Color format would be the person who had won the highest value ante card after three matches according to the INQUEST GAMER price guide. Game one had Clegg playing for a \$3.50 Serenity—and a \$2 Strip Mine from playing Contract From Below—against Budde's \$6 Misdirection. Budde won.

Ante for the second game saw Clegg's \$12 Plateau against Kai's \$6 Underground River. Clegg was already down \$5.50 for having lost game one. Luckily, he won game two. But not before Budde managed to swap his Underground River with a Jeweled Bird worth only \$2.

Going into the final game for the Invitational crown, Clegg was down \$3.50. Tension was high as they flipped their final ante cards. It was Clegg's \$80 Library Of Alexandria against Budde's \$6 Time Warp. It looked like whoever won game three would win the event.

But it was not to be. Budde managed to Tinker his Fellwar Stone on turn two into another Jeweled Bird. He traded the bird for the ante and reduced its value to below what Clegg needed to win.

And so Kai Budde entered the exclusive ranks of Invitational winners. A version of his card will be included in the next *Magic* set, and he'll be immortalized in its artwork like past winners before him: Darwin Kastle on Avalanche Riders, Mike Long on Rootwater Thief, Chris Pikula on Meddling Mage and Jon Finkel on Shadowmage Infiltrator. ■ *Tom Slizewski*



Odyssey Changes Magic forever.
PAGE 36.



First Lord of the Rings Killer Deck.
PAGE 52.



Warcraft massively multiplayer online.
PAGE 68.

PLUS:

Odyssey's Hottest Cards. **PAGE 79.**

Warhammer & Marvel Recharge Checklists!
PAGE 98.

These Vamps Don't Suck

BLOODLINES EXPANSION DEBUTS NEW BLOODSUCKERS

The eternal struggle between man and vampire is about to get a whole lot stranger.

Gargoyles, Daughters of Cacophony, Harbingers of Skulls and many of the smaller bloodlines are joining the fray with the late November debut of the *Bloodlines* expansion for the *Vampire: The Eternal Struggle* collectible card game from White Wolf Game Studio.

"Bloodlines will add more than 160 original cards to the mix and introduce new powers and deckbuilding strategies to the game," said White Wolf president Steve Wieck. "It will reveal vampires never before seen in a card game."

The idea behind this third expansion for the resurrected *Vampire CCG* is to introduce the smaller bloodlines and concepts from the core roleplaying game to the CCG. Bloodlines in the World of Darkness setting are not full-fledged clans, but smaller factions with less political power. Still, many have specialized disciplines and have made important alliances. You can expect to see the likes of the Ahriman, Baali, Blood Brothers, Kiasyd, Nagaraja, Salubri, Salubri-Antitribu, Samedi, True Brujah and more in this expansion.

Most of these bloodlines, like the major clans of the Sabbat and Camarilla, have a specialty you can exploit by playing them. For the Ahriman, it's shamanism; Baali have demonic powers; Blood Brothers, blood and body sharing; Daughters of Cacophony possess supernatural song; Gargoyles have flight and an affinity for stone; Kiasyd use fey magic; Salubri have healing and body control; Salubri employ

righteous wrath; Samedi exploit trappings of death; and True Brujah utilize time manipulation.

Bloodlines isn't just about new vampires though, it also adds several mechanics. One such is the "infernal" trait. An infernal minion is one that has sold part of his soul to a demon and is therefore harder for a Methuselah to control. To represent this, Methuselahs controlling any infernal minions must burn a pool every turn or tap their infernal minions.

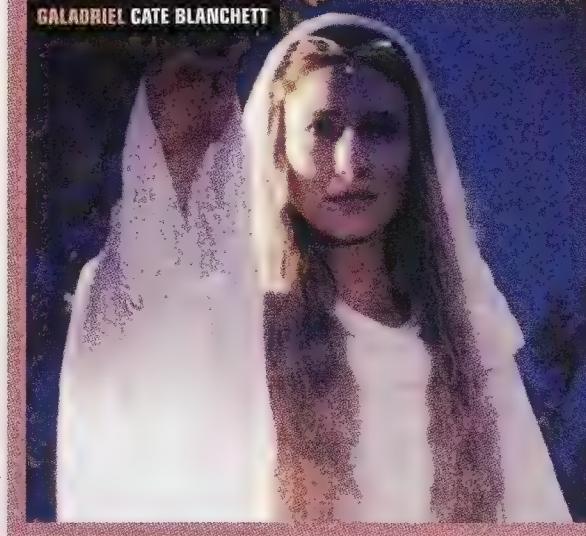
Bloodlines will be sold in boosters only. It's scheduled to fly into stores on November 11th and will retail for \$2.75 per pack. Rarity will the standard common, uncommon and rare. Happy bloodsucking! ■ **Bill Ricardi**

DO I MAKE YOU HORNY? Never before seen vampires debut in new *V:TES* expansion.



RING WATCH "LORD OF THE RINGS" FILMS NEWS & UPDATES

GALADRIEL CATE BLANCHETT



Patrice Vigne/New Line

You know you wanna see the real sword Gandalf uses or the recliner Bilbo kicks back in. Now you can when the "Lord of the Rings" movie costumes, props and still photos debut in the "A Journey to Middle-earth" collection on display from Halloween to November 11 at Casa Loma in Toronto. What could be better than eleven glassware and hobbit prosthetics? Advance tickets, priced from \$10 to 14, are available at Ticketmaster outlets or by calling 416-870-8000 to charge.

Actor Andy Serkis, who voices the devious Gollum in all three "Lord of the Rings" films, treats the part as a "ring junkie complete with withdrawal symptoms." He wants the role to feel real: "When you are playing such an extreme character, you have to root it in something the audience can identify with."

Wanna Join the Federation?

ZERO GRAVITY LEAGUES ARE FORMING NOW

It's a cross between the WWF and boxing. It lets any player create his own league and make up his own championship belt. It's an all new way to run a competitive game league.

It's the Zero Gravity Xtreme League or ZGXL, for short. And it's starting up now in cities across America.

Any player of *Zero Gravity*, the action figure/collectible card game introduced in August by Atomoton, can become a zMarshal. As zMarshals, they head up a federation of one or more players and create their own title belt and book matches for it in any way they like.

The more zMarshals in a particular federation, the more belts it can have and the more important and influential the title belt. A federation's rank will depend on the number of players in it. Levels range from Bronze, composed of a few contenders, through Silver and Gold, all the way to Platinum federations of more than 20 players.

Tournaments occur when two different federations get together; they can create a special belt for the occasion or, if they dare, put their own belt on the line. The idea is to have tourneys that involve roleplaying as well as card skill. The ultimate prize will be the Darkside Station championship, the highest-level belt currently in the ZGXL.

Various type of matches can be fought to



MAKE MY PLAY ZG players now
have a league of their own.

2001 Hugo Awards

BEST SCI-FI HONORED

J.K. Rowling's *Harry Potter and the Goblet of Fire* won the 2001 Hugo award for best science fiction novel. The awards, named in honor of Hugo Gernsback, "the father of magazine science fiction," are presented annually by the World Science Fiction Society. Along with the Nebula awards, the Hugos are the most prestigious honors accorded to speculative fiction writers. Also receiving awards were:

- **BEST NOVELLA:** "The Ultimate Earth" by Jack Williamson
- **BEST NOVELETTE:** "Millennium Babies" by Kristine Kathryn Rusch
- **BEST SHORT STORY:** "Different Kinds of Darkness" by David Langford
- **BEST DRAMATIC PRESENTATION:** *Crouching Tiger, Hidden Dragon*
- **BEST PROFESSIONAL ARTIST:** Bob Eggleton
- **BEST NEW WRITER:** Kristine Smith ■ IQ Staff



CALL HIM "HUGO" Harry Potter
wins top sci-fi award.

FACTOR FICTION

REAL CARD OR INQUEST IMPOSTER?



REAL CARD OR INQUEST IMPOSTER?

Tee-hee, blending horror and humor is hard. The CCG this card came from failed miserably. Assuming this card ever actually appeared in a CCG. Maybe it's just a product of our twisted imaginations. Make up your own mind, then see the amazing answer on page 30.

INHEAT

WHAT'S HOT NOW IN THE WORLD OF GAMING

Though *Magic* may never add a new mana color, the *Harry Potter* trading card game is wasting no time in expanding its horizons. This month's *Quidditch Cup* expansion adds a new color to your spell-casting repertoire.



Standard *Clue* with *D&D* characters would be enough for us to buy this game, but USAopoly has sweetened the deal by adding creature cards and combat to the game. Regdar with the Vorpal Sword in the Dragon's Lair never sounded so good.

We were worried that L5R's long absence would fatally hurt this classic game. But not to worry, it's back in full stride, and Alderac is managing it masterfully. *Perfect Cut* was honed to perfection.

Just when you think the *Mage Knight* universe can't get any cooler, Coming soon: to-scale castles your figures can defend or your armies can storm, complete with damage dials that reflect their strength.

The WWF wrestling CCG *Raw Deal* has proven itself a survivor in the game-eat-game market. Now it's celebrating with a new base set. *Survivor Series* isn't just reprints, though; there are new foils, updated wrestlers and revised text to take into account the changes at the WWF since the game's launch.

We've seen every CCG ever made and none have blown us away with their pretty pictures like the new *Warhammer 40K* CCG. The bar for what constitutes good art has just been raised out of sight.

Big thumbs up to the organizers of the Game Industry Disaster Fund Auction. This is an online auction of donated game products to benefit the people affected by the World Trade Center calamity. Go to www.gidfa.org/ and buy something.

WARHAMMER 40K

Mage Knight Mecca

MINI MANIACS OPEN MK-ONLY STORE

The good news is that a store has opened dealing exclusively in all things *Mage Knight*. The bad news—at least if you're an American—is that it's in Dusseldorf, Germany.

Appropriately named "The *Mage Knight* Store," it sells only the mega-popular prepainted minis game from WizKids. It supports the game with tournaments, painting clinics and as a place to hang out and talk about the game.

The store is a celebration of *Mage Knight*, from its walls featuring airbrushed illustrations of characters, to its huge stockpile of new and used miniatures. Currently, it's hosting four sanctioned events every week, from booster drafts to team events. Richard Kloster, German *Mage Knight* champion, works there so there's always professional advice and competition available. "The Chosen One," as he is known in the *MK* community, currently dominates the German rankings and plays in the store's tournaments.

The *Mage Knight* Store offers generous prize support in the form of limited-edition dragons, chariots, and lancer promos to tourney winners. Between rounds, players can help playtest new units being considered for future releases.

According to Robert Simon of FanPro, the German game distributor, the store is the perfect example of how to "make something of virtually nothing, by taking a very specialized item and letting it sell itself, and become a great success." For more, check out their web site: www.magestore.de. ■ *Dustin Hall*



MAGE KNIGHT

Hidden Treasure Everywhere

X REALLY DOES MARK THE SPOT

Who hasn't wanted to search for buried treasure? Now, thanks to a cool new gadget, anyone can. All it takes is a Global Positioning System receiver (GPS) and a little sleuthing.

It's part of a new adventure game called "geocaching." You play by going online to find out the latitude and longitude coordinates of caches hidden all over America—and at least 68 other countries. You then use your GPS to try to get to the coordinates and find the stash. Used properly, the handheld electronic devices will get you to within 50 feet of the caches; then, it's up to you to snoop it out.

Don't expect pirate treasure-type payoffs though. Most of the caches contain only trinkets and a logbook. Most also ask you to leave something if you take something. There are exceptions. The "Planet of the Apes" film ran a geocaching promotion where they hid film props in locations around the world. One was even stashed underwater, and you had to dive to get to it!

To see how many caches are hidden near you, just surf over to www.geocaching.com and input your address. All you need to play is a GPS, which can be had for \$100 to \$250 and a good set of hiking shoes. Though many are located throughout easily accessible areas, many more of the hidden stashes are in remote locations, so don't expect to drive to 'em. ■ *M.R. Goode*





info served in
bite-sized chunks

NEWS BITES

• "Buckaroo Banzai" and "Mad Max" get the deluxe DVD treatment in January—including Mel Gibson's non-dubbed dialogue. Also in January, the first season DVD collection of "Buffy the Vampire Slayer."



"NEMESIS"

• "Star Trek Nemesis", the tenth film in the series, is due to begin shooting on November 28th, directed by Stuart Baird (U.S. Marshals) and scripted by John Logan (Gladiator).

• Fireworks Entertainment ("Relic Hunter," "Andromeda") has gained the rights to produce a "Forgotten Realms" television series, based on the popular Dungeons & Dragons RPG setting.

• November's **DecipherCon** was canceled due to concerns about travel safety. All would-be prize money will be donated to September 11th charities.

• The computer-animated "Heavy Gear" cartoon television series, based on the giant robot game by Dream Pod 9, premiered in September. Look for it on a Fox, UPN or WB station near you.

• "Men in Black 2," "Spider-Man" and "The Time Machine" are being re-edited due to the September attack on NYC—removing scenes of the World Trade Center or potentially insensitive material—with "The Time Machine" being pushed back to a February release from December.

• James Cameron's Lightstorm Entertainment is developing "Fathom," based on the comic about an amnesiac woman and an aquatic race.

• "Goldmember," the next movie in the "Austin Powers" series, begins shooting in November and is due to be released in July 2002.

• Dreamworks is working on a "Forbidden Planet" remake—loosely based on Shakespeare's "The Tempest"—about a team sent to rescue the survivors of a doomed space colony.

• Ben Affleck ("Good Will Hunting") and Vin Diesel (Pitch Black) have been approached to star as **Daredevil** and **Bullseye**, respectively, in the film adaptation of the Marvel comic.

■ IQ Staff



DAREDEVIL

FACT OR FICTION

Frankenbabe never walked the earth as a real card. The art was commissioned for an INQUEST cover. It turned out so disturbing, we couldn't use it.

More Dragon Balls

CELL SAGA EXPANSION ON DECK

Want balls?

You got 'em. *Dragon Ball Z CCG* fans can look forward to more of the mystical game-winning spheres, fighting styles and characters next month. The upcoming *Cell Saga* expansion adds a new set of style masteries and, get this, level 5 personalities! It's enough to make any *DBZ* fan scream "Tokui-Waza!"

Here's the lowdown on the new set from David Eckhard, Score's lead game developer:

FIGHTING STYLES: "Cell Saga has a new set of masteries that reflect a different part of each fighting style, which gives players a choice on which aspect they want," said Eckhard. "Do they want to use red for anger or red for physical beatdown? Do they want to pay their orange attacks cheaper or do they want to keep (opponents) from using physical combat cards?"

DRAGON BALLS: They're the name of the game. And the new Dende Dragon Balls each power a personality to full and provide another effect. Examples of nifty secondary effects include shuffling a Dragon Ball back into a player's life deck, recycling discarded cards into or onto the top of your life deck and discarding allies.

MORE-POWERFUL PERSONALITIES: Goku, Gohan, Piccolo, Vegeta and Trunks all get new personality levels in *Cell Saga*. The level 5 Vegeta, the Revitalized, performs a physical attack doing nine power stages of damage. Goku, the All Powerful, another level 5 personality, does five power stages and five life cards of damage with his physical attack.

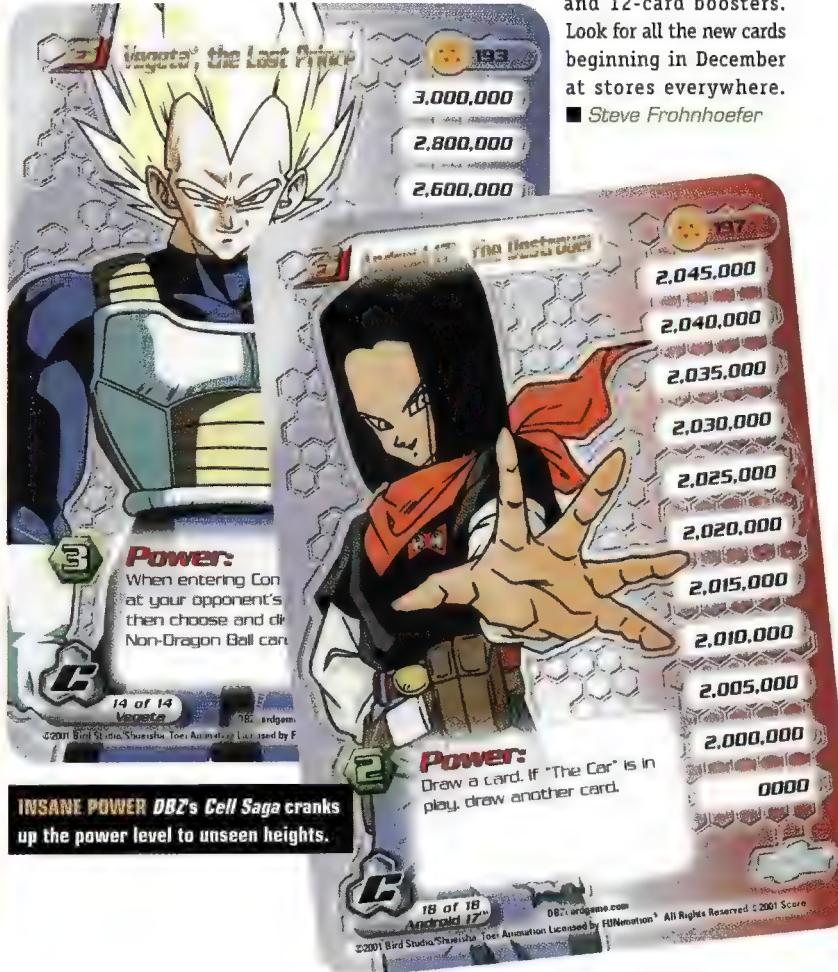
And you thought Super Saiyan Goku was bad-ass.

NEW PERSONALITIES: The set's namesake, Cell, and Androids 16, 17, 18 and 20 now become playable main characters, each with its own unique style. And, as an added bonus, Eckhard said, "There are even some characters that gained new levels that can only be found in the boosters, like Chichi, Bulma, Krillin, and Android 19."

The main *Cell Saga* set consists of 200 cards. Players can also hunt down six preview cards and 10 promo cards. The set will be sold in both preconstructed decks and 12-card boosters.

Look for all the new cards beginning in December at stores everywhere.

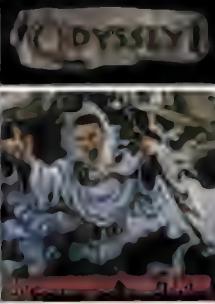
■ Steve Frohnhofer



INSANE POWER *DBZ's Cell Saga* cranks up the power level to unseen heights.

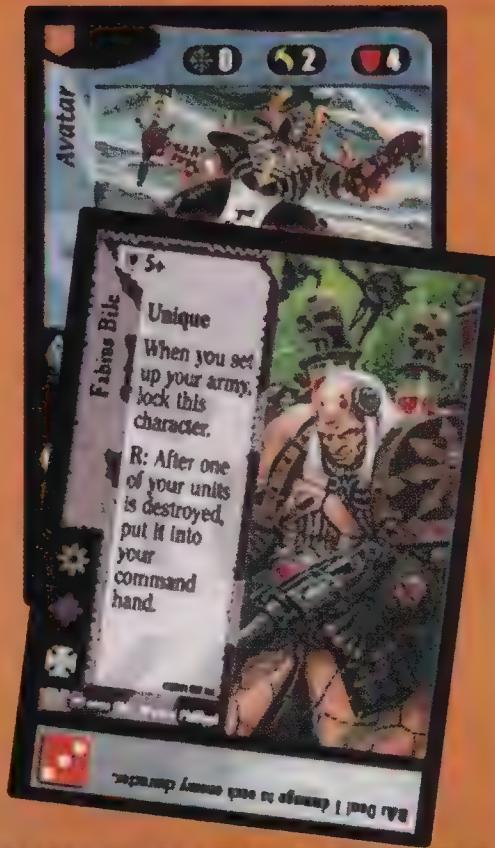
THE YEAR IN MAGIC

It's another *Magic* cycle goodbye cardstoppers. With October's release of *Odysssey*, the Invasion Block officially becomes history and the story moves on to new pastures. Gone are the bountiful Lahgarth, effeminate Erta and flying boat *Weatherlight*. In the mix now are magic squids, chicken people and a crazy-looking babe named after her hoards. There's no better time to reflect on what *Magic* brought us over the past year and make it into a hoards carry-anywhere chart. Charts, y'all.

	INVASION	PLANECHIFF	ARCANE SPY	ODYSSY
# 1 TOURNEY CARD				
BEST COMMON	ARMADILLO CLOAK	TERMINATE	JILT	WILD MONGREL
MOST BADASS CREATURE				
LAMEST CARD NAME	TURF WOUND	SAWTOOTH LOON	OVERGROWN ESTATE	DILIGENT FARMHAND
WORST FLAVOR TEXT	WINNOW "Strength in numbers? I think not." —Gerrard. <i>Any wonder he's dead?</i>	MIRRORWOOD TREEFOLK "It doesn't need a bite. The bark works just fine." <i>Tree bark. We get it!</i>	NECRA DISCIPLE "The darkness merely hides the light." <i>Ouh! Somebody call Carl Sagan.</i>	PATROL HOUND "To the camp it was a fierce and loyal protector. To the sentry's youngest daughter it would always be her 'Wuv Muffin.'" <i>Hand me the bark bag?</i>
COOLEST MECHANIC	KICKER	GATING	FLAGBEARERS	THRESHOLD
NEVER SAW PLAY				

[ON DECK]

PICK OF THE MONTH



WARHAMMER 40K CCG

Want to play this game? For starters, you can try the free online version at www.40kccg.com and download the app for your iPhone or iPod touch. It's a great way to learn the rules and tactics of the game. You can also buy the physical card deck for \$19.99 per 150-card deck, \$13.99 per 112-card booster. This game is a great way to get into the hobby of playing Warhammer 40,000.

AN ONI'S FURY [Legend of the Five Rings CCG]

WHAT IT IS: The latest *L5R* expansion provides a new 156-card set as a new storyline tournament kicks off with a Shadowlands attack against the Kaiu Wall. Alderac. **\$11.99** per 84-card starter. **\$2.99** per 11-card booster.

WHY IT'S COOL: Players can once again make a difference in the most story-centric CCG of all time. Plus, Rice-A-Oni is the San Francisco treat!

BURNING SHAOLIN [Feng Shui]

WHAT IT IS: A whole lotta weirdness, compatible with the d20 system—including exploding mushroom men, eunuchs, flying coffins and the Rod of Lingering Agony. Atlas. **\$8.95**.

WHY IT'S COOL: We're sorry. All that other stuff is cool, but eunuchs will always make us queasy.

CAT RPG: A STORY-TELLING GAME OF FANCY

WHAT IT IS: A roleplaying game set in the world of cats, exploring their folklore, mundane and magical enemies and more. Plus more than 20 adventure hooks. Wicked. **\$10.**

WHY IT'S COOL: Just when you think you've seen everything...

CHAINMAIL

WHAT IT IS: A new miniatures system based on the d20 role-playing system, with creatures from *Dungeons & Dragons*. The starter set includes eight minis from the Humans of Thalos and Gnolls of Naresh, terrain and stat cards, rules and more. Wizards of the Coast. **\$29.95.**

WHY IT'S COOL: Now, you can actually see your *D&D* fights take place. No more fudging by the DM. And, red-assed war apes are monkey-tastic!

DEATH FROM ABOVE

[*Weird War II*]

WHAT IT IS: The air combat rules and aircraft stats for the latest d20 hit, *Weird War*. The book includes a new pilot class plus new skills, feats and monsters. Oh yeah, there's also a top-secret adventure aboard a haunted B-17. Pinnacle. **\$15.**

WHY IT'S COOL: Are you joking? The monster-ridden Axis of WWII is the coolest genre to land in our sights in years. You're missing out if you haven't tried it.

DINOSAUR PLANET: BRONCOSAURUS REX

WHAT IT IS: Two hundred years in the future, two human political factions rush to dominate a planet ruled by dinosaurs, where colonists have dino-ranches and raptor tribes plot with humans. Uses the d20 system. Goodman. **\$20.**

WHY IT'S COOL: Dinosaurs in space is a cool enough concept alone, but toss in d20 skills, weapons, classes and rules for riding and dino combat and you're razor.

DUNGEON CRAWL

[Big Eyes, Small Mouth]

WHAT IT IS: An anime take on the traditional fantasy RPG adventure. Players explore a magic castle with a history of evil. Guardians of Order. **\$15.95.**

WHY IT'S COOL: Hey, those anime chicks are hot!

EBAY: THE CARD GAME

WHAT IT IS: A fast and furious game of gore and blood—wait a minute... Make that “fast and furious game of eBay auctions.” With items real and imagined—Monkey Phone Call, real—it’s a load of laughs. Journeyman. **\$19.95.**

WHY IT'S COOL: Broke from bidding on nude pictures of Britney Spears? This is the same fun for free!

FIELDS OF BLOOD: THE BOOK OF WAR

[d20 fantasy]
WHAT IT IS: What you need to go to war. *FoB* includes guidelines for anything from governing your kingdom to resolving massive combats, with new rules for leadership abilities and miniatures. **Eden. \$25.**

WHY IT'S COOL: Because roleplaying war is hell, and this makes it a lot easier.

GARY GYGAX'S CANTING CREW

[d20 fantasy]
WHAT IT IS: A d20 book for thieves and rogues, including new prestige classes, feats, skills, equipment and—best of all—a guide to thieves’ cant and signing. **Troll Lord. \$24.95.**

WHY IT'S COOL: Gary Gygax is the father of *Dungeons & Dragons*. Nuff said.

GOOD AND EVIL

[Warlord CCG]
WHAT IT IS: The next expansion for the CCG hit of the year. New monsters, action cards and classes will make even the toughest nothrog rethink his strategy. 162-card set. **Alderac. \$9.99 per 50-card starter. \$2.99 per 11-card booster.**

WHY IT'S COOL: Try *Warlord* once and you'll know.

GURPS WWII

WHAT IT IS: An overview of the defining war of the last—and possibly any—century. It reviews the nations, weapons and vehicles of those involved, with rules for tweaking equipment for other-worldly campaigns. **Steve Jackson. \$28.95.**

WHY IT'S COOL: You can read an RPG and tell your mom it's homework. Ingenious!

GURPS STEAMTECH

WHAT IT IS: The definitive guidebook for the Steampunk Age, a strange Earth where Victorian adventurers and scientists walk side-by-side with steam-powered robots. **Steve Jackson. \$22.95.**

WHY IT'S COOL: What if Jack the Ripper was a robot and fleets of rocket-laden zeppelins attacked France? How cool would that be? Maybe not so cool if you're French, but damn skippy for the rest of us.

INCURSION

[Twilight Imperium: Armada]
WHAT IT IS: The latest expansion for the *Armada* customizable disk game offers players new ships, technology and personnel for their games. **Fantasy Flight. \$5.95 per booster.**

WHY IT'S COOL: Nazon Missiles are the next great step in the American arsenal; just ask George W.

LITTLE FEARS RPG

WHAT IT IS: Welcome to Closetland, a world that feeds off the purity of children... where monsters like the Bogeyman and Crazy Old Man Next Door devour innocence. And yours may be the only thing keeping you from a fate worse than making it with Granny on “The Beverly Hillbillies.” **Key 20. \$20.**

WHY IT'S COOL: We're afraid to go to sleep without our Frodo nightlight now. Just imagine what would happen if we lost our innocence.

LORD OF THE RINGS CCG

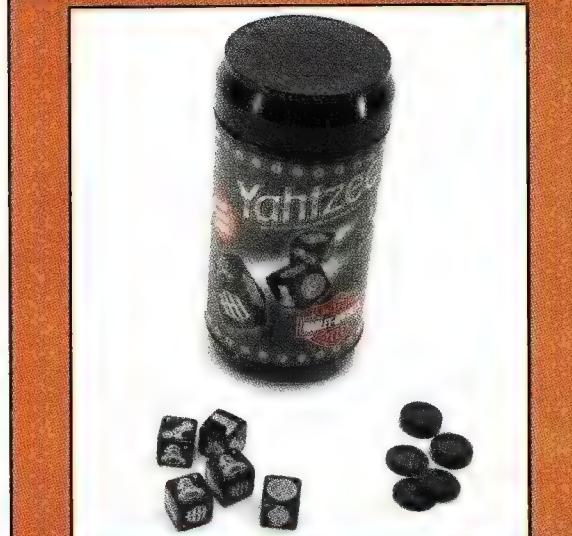
WHAT IT IS: In *The Fellowship of the Ring*, the first release, opposing fellowships battle it out to see who'll destroy the One Ring first. Players use the forces of Shadow to keep one another from the finish. **Decipher. 365-card set. \$11.95 per 50-card starter deck. \$3.29 per 11-card booster.** For more info, check out our “Lord of the Rings’ Shopping Guide” on pg. 102.

WHY IT'S COOL: We've peed ourselves numerous times waiting for the movie. Hopefully, this will keep us dry for a month.

LORD OF THE RINGS RPG INTRO SET

WHAT IT IS: Everything you need to begin playing, including an introduction to the world of Middle-earth, an adventure in the

WEIRDONE



HARLEY-DAVIDSON YAHTZEE

Yep, when all those bikers get together at their annual festival in Sturgis, South Dakota, they're chuckin' dice when they get through revvin' their engines. When the Hell's Angels get back to the bar after a midnight ride, they chug some Diet Coke and roll some bones. Hey, maybe we're *Easyriders* magazine! That would explain the topless chicks in our editor-in-chief's office and our obsession with skidmarks. Anyway, weird though it is, *H-D Yahtzee* is still pretty cool, mainly due to the customized dice and cup. It's enough to make anyone feel like a wild one. **USAopoly. www.usaopoly.com. \$19.95.**

ALSO SHIPPING

MORE PRODUCTS TO LOOK FOR THIS MONTH

AFTERMATH OF WAR A new beginning for the *Rifts* RPG world after the final Tolkeen siege. Palladium. **\$16.95.**

ARCANA: SOCIETIES OF MAGIC Six organizations besides wizards—like monks and fighters—that use magic for their own ends. A d20 fantasy. Green Ronin. **\$14.95.**

BLACK POWDER REBEL TANK

The biggest and coolest *Mage Knight* figure yet. WizKids. **\$34.95.**

BLUE DRAGON, WHITE TIGER

The magic, religion and martial arts of *wuxia*—think “Crouching Tiger Hidden Dragon”—in *Hong Kong Action Theatre*. Guardians of Order. **\$19.95.**

BLACK POWDER REBEL TANK

ENCYCLOPEDIA ARCANE: NECROMANCY Explore the hidden mysteries of death magic, with new spells, feats and prestige classes—all for d20 fantasy. Mongoose. **\$14.95.**

GATES OF OBLIVION The king's son has been kidnapped and cast through the Gates of Oblivion, a fate usually reserved for the most heinous criminals. Can your party of adventurers rescue him? A d20 fantasy. Sword & Sorcery. **\$9.95.**

GRAY PAPERS Eleven ready-to-play domains, like the Lightning-Dragon Crest and Abhorrent Peaks, plus domain creation rules and an inspired adventure for the *Agone* RPG. Multisim. **\$20.95.**

GRIMOIRE *Agone* RPG player guide to the cypher-sorcerers and Concordists, plus GM info on Harmundia and the Square. Multisim. **\$20.95.**

RIFTS ADVENTURE GUIDE GM book to help roll up quick NPCs and villains, with adventure ideas, more *Rifts*, Earth and more. Palladium. **\$16.95.**

SORCERER & SWORD New rules for more blood-splattered carnage, soul-freezing necromancy and hot glances for the *Sorcerer* RPG. Adept. **\$10.**

SURVIVOR CCG DELUXE EDITION

A wooden crate with a 60-card deck of *Survivor* and *Australian Outback* cards, a miniature immunity idol and more. Upper Deck. **\$24.99.**

THREATS 2 Thirteen new *Shadowrun* bad guys, creatures and secret organizations, each with its own agenda. FanPro. **\$18.**

KRO DINN CHRONICLES

XHO DINN CHRONICLES: AWAKENINGS Futuristic sci-fi RPG set 50,000 years after a war annihilated most of the galaxy. One race chronicles the rise to power of those who remain: Ionian. **\$26.95.**

mines of Moria, character stand-ups, a map, a poster and more. Decipher. **\$20.**

WHY IT'S COOL: See prior entry. Please send us Depends.

LORDS OF DARKNESS

(*Dungeons & Dragons*)

WHAT IT IS: Details on the evil groups and individuals of the *Forgotten Realms*, including maps of secret lairs and dungeons and new prestige classes. Wizards of the Coast. **\$32.95.**

WHY IT'S COOL: *The Realms* is the most popular *D&D* world of all time, and any book that lets us in on its secrets is a-okay with us.

MARVEL RECHARGE CCG

WHAT IT IS: The game to play if you're into Marvel comics, with cool new art and original play. 250-card set. Marvel. **\$7.99** per 52-card starter. **\$1.49** per 8-card booster.

WHY IT'S COOL: Remember what we said about anime chicks? Well, they've got nuthin' on Elektra, Black Widow and She-Hulk.

MONTE COOK'S BOOK OF ELDritch MIGHT

(d20 fantasy)

WHAT IT IS: More to know about magic and spellcasting in the role-playing system of choice, by one of *D&D*'s most prolific creators. Sword & Sorcery. **\$10.95.**

WHY IT'S COOL: New classes—including the emberrage, graven and mirror master—plus more than 60 new spells and magic items. Do you know what the heck a “wheeled war altar” is? Didn't think so.

MONTY PYTHON

WHAT IT IS: Part *Trivial Pursuit*, part charades, the *Monty Python* board game tests your knowledge of the Flying Circus crew and reveals your inner Brit for all to mock. Susan Prescot. **\$22.99.**

WHY IT'S COOL: “I'm a lumberjack and I'm okay. I sleep all night and I work all day...”

QUIDDITCH CUP

(*Harry Potter* CCG)

WHAT IT IS: The latest expansion for *HP* adds Quidditch-themed spells, new magical items and lessons, as well as new “match” spells. 80-card set. Wizards of the Coast. **\$3.29** per 11-card booster.

WHY IT'S COOL: First the books, then the CCG, then the movie. Harry hasn't missed yet, and *Quidditch Cup* doesn't either.

SEAFARERS HANDBOOK

(d20 fantasy)

WHAT IT IS: The book to have if you're planning an oceanic adventure. Rules for naval combat and boarding, deck plans for ships, ports of call and guides for undersea campaigns, plus a boatload more—pun intended. Fantasy Flight. **\$24.99.**

WHY IT'S COOL: Fantasy Flight's d20 books rock; they're setting a standard met by few. *Seafarers* looks to be no different.

SPITFIRE: THE BATTLE OF BRITAIN

WHAT IT IS: A strategy game that re-creates the dogfight and bombing missions of the Luftwaffe during WWII, using Fantasy Flight's trademarked disk movement system. **\$24.99.**

WHY IT'S COOL: The World War II aces of gaming have been waiting for a system that could do their battles justice—and here it is.

STAR TREK UNIVERSE RPG

WHAT IT IS: Your guide to life in the Federation and where no man has gone before. Decipher. *Narrator's* and *Player's Guides* **\$35** each.

ONDECK

BEST BUYS

WHY IT'S COOL: William Shatner in a toupee, fighting women in metallic bikinis! Shapeshifters who sleep in buckets! Neelix in a guillotine! They can all be yours!

STUPER POWERS! DELUXE

WHAT IT IS: Superhero RPG from the makers of *Battle Cattle*, packed with 100 fully playable powers—if you think oversized clown shoes and red rubber noses are the proper attire for fighting crime. Wingnut. **\$16.95.**

WHY IT'S COOL: Value, plain and simple. You also get a four-hour campaign, rules for live action and a random scenario generator.

THUNDERBIRDS: THE BOARD GAME

WHAT IT IS: A game based on that nifty '60's show where puppets confronted danger weekly with their sleek aircraft. Your mission: Select the perfect crew, craft and equipment to save as many lives as possible. "Thunderbirds are GO!" Susan Prescot. **\$22.99.**

WHY IT'S COOL: "Supermarionation." Look it up.

TRAVELLER RPG

WHAT IT IS: The d20 version of the classic game of space adventure. Quik Link Interactive. **\$30.** Also on shelves: *Traveller RPG Referee Screen*. **\$12.95.**

WHY IT'S COOL: This game has undergone more incarnations in the last 20 years than Madonna, and finally, it's d20—something everybody can get a handle on.

UNDEAD [d20 fantasy]

WHAT IT IS: The Necronomicon for d20 fantasy, with details on mummification, zombies and lich-dom. Alderac. **\$19.95.**

WHY IT'S COOL: Uuuuuuhhh... Brains...

VAMPIRE REVISED CD-ROM

[Vampire: The Masquerade]

WHAT IT IS: A CD-ROM holding all the knowledge of the core *Vampire: The Masquerade* book, the guides to the *Camarilla* and *Sabbat*, as well as the *Storytellers Handbook* and *Companion*. White Wolf. **\$59.95.**

WHY IT'S COOL: Hmmm... Five heavy hardcovers or a light CD. Are you totally deranged?

WAYSIDES: THE BOOK OF TAVERNS [d20 fantasy]

WHAT IT IS: More than 30 detailed taverns and inns ready to drop into your campaign, from the smallest roadside hostel to grand hotels with hundreds of rooms, complete with NPC employee stats, price lists, food menus, adventure hooks and floor plans. Eden. **\$25.**

WHY IT'S COOL: How many times have you eaten at the Green Dragon Inn/Tavern? Ugh. Now, you have options.

WHIRLWIND [Mage Knight]

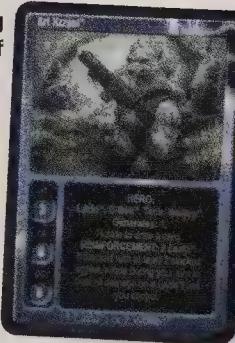
WHAT IT IS: A 142-character set for the hottest thing in miniatures since Mini Me. WizKids. **\$6.96** per four-figure booster.

WHY IT'S COOL: Besides introducing the newest race, the Krugg, look for a new faction, the Shyft, which possesses the ability to manipulate Mage Spawn. Every expansion is cooler than the last. Get on board!

GAMES WE CAN'T GET ENOUGH OF

RIFTS CCG

Art that's as crisp and bright as anything we've seen lately. The simple, quick play of *Rifts* lends it a "learn and burn" aspect, where it's easy to get down to building decks and blowing up your opponent. Add the fact that we finally have a CCG that does justice to the RPG upon which it's based and you've got a formula for success. And it sure doesn't hurt that the cardstock is so tough it could take a bullet. Precedence. (www.eternity.com). **\$11.99** per 80-card, two-player starter. **\$2.99** per 11-card booster.



HONG KONG ACTION THEATRE! 2

If you're a fan of Jet Li, Jackie Chan and Chow Yun Fat, the second edition of this RPG makes all your tomorrows better. Made to play like a movie, you'd swear that John Woo was behind the GM screen instead of that guy who's guzzling all your Dew. The emphasis on story and dedication to the spirit of the Far Eastern films make this a "hard-boiled" killer. *Guardians of Order*. (www.guardianorder.ca). **\$24.95.**

KNIGHTS

It looks like *Yahtzee* and plays like a scene from "Excalibur," but trust us, it's something totally new. Your goals: Capture castles and win tournaments with your diechucking skill in order to dominate your opponents. As much chance as skill is involved, so it's even for knights who like shrubbery and eat Spam and jam a lot. Two to six players. Rio Grande. (www.riograndegames.com). **\$9.95.**



HELLRAIL

Go to heck! Make that "go to hell..." Or at least get ready to steer your train there. You're an engineer dedicated to picking up and dropping off sorry souls through the stations of Dante's Inferno. If you lose, you're fired. 'cuz Beelzebub is one bitchy boss. Special powers based on the Seven Deadly Sins—you saw the movie, you lust-puppies—allow you to chug your way over the other players to victory. Fun for the entire family—no, it really is! For three or four players. Mayfair. (www.mayfairgames.com).





SHOCK TO THE SYSTEM!

10 WAYS ODYSSEY WILL CHANGE MAGIC FOREVER

BY THE IQ GAMER STAFF

GET READY TO BE ELECTRIFIED.

Odyssey has arrived and it's generating serious buzz throughout the *Magic* community. In the past, sets have shocked us in what they've added—Tolarian Academy in *Urza's Saga* for example—and others have jolted us with what they've taken away: We still miss our non-pain dual lands.

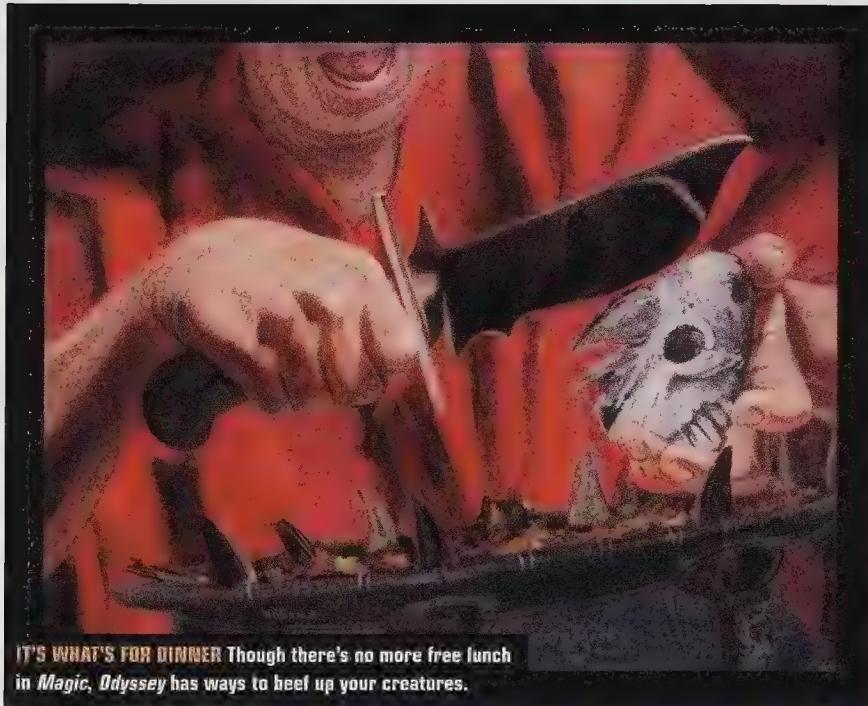
Odyssey falls squarely into the second category. Though it brings with it stone cold hosers like Haunting Echoes and Traumatize, the larger effect is on the Standard tourney scene and what goes away as *Masques* Block fades into Extended: Rebels, Rishadan Port, Nether Spirit, Saproling Burst, Blastoderm... A long list of supremely powerful cards are fading out of everyday use come November.

So with the new 330-card *Odyssey* set fresh off the delivery trucks, here's how the first set in four years to be based on an all-new storyline is going to change the game forever.

10. PORT CLOSED

Starting in November, you'll have to get to Rishada by train, 'cause the port is gone. To the uninitiated, this non-basic land that requires you to tap it and pay one mana to tap another target land may not seem like a big deal, but it's as big as a Happy Meal for King Kong. Rishadan

Port shut down your opponents' key lands in an environment where almost everyone was playing three colors—and often all five. This seemingly innocuous ability was so powerful it was banned in *Masques* Block Constructed. Not surprisingly after the abuse, nothing in *Odyssey* comes close to replacing its sheer utility.



IT'S WHAT'S FOR DINNER Though there's no more free lunch in *Magic: Odyssey*, there are ways to beef up your creatures.

9. FADE TO BLACK

Fires players, prepare to remove that final fade counter from your Blastoderms and Saproling Bursts. Control freaks, no more game-slowng Tangle Wires and Parallax Tides for you. We'll sure miss the overpowered fading cards *Nemesis* brought us, as there is just no way—not even with Iridescent Angel—to replace an untargetable 5/5 for four mana.

Fortunately for those who prefer speed, the mighty Spirit-monger's ready for duty in the new Dark Fires decks. And while Orbposition decks lose the crippling Burst and Spontaneous Generation, there's still more than enough saproling and squirrel tokens—ones that don't fade away—to go around in *Odyssey*. In fact, Bearscape's a token machine in any deck that unloads cards like counterspells and other instants to the graveyard.

All in all, it's the same. Only the names have changed.

8. NO MORE FREE LUNCH

Many who weren't playing rebels throughout *Masques* Block took to the skies. That's Blue Skies, the popular control deck based around the format's "free" counterspells like Foil, Thwart, Misdirection and Daze, as well as fast utility flying creatures like Spiketail Hatchling, Rishadan Airship and Troublesome Spirit.

Other freebies—the card-drawing Gush, mana-fetching Land Grant and damage-dealing Cave-In to name a few—also saw plenty of play in an environment dictated by speed.

Fortunately for those who like

to get a spell—even a one-drop—through every now and again, the speed of free spells is gone. Absorb, Undermine and good ol' fashioned Counterspell remain, but good countermagic's hard to find in *Odyssey*. As a result, control decks will need more elimination for early threats. Prepare for the Wrath Of God revolution and don't expect counter/burn strategies to fade.

Check out the sidebar (on page 39) for a peek at how one deck may adapt to the change in scenery.

7. NETHER GONE

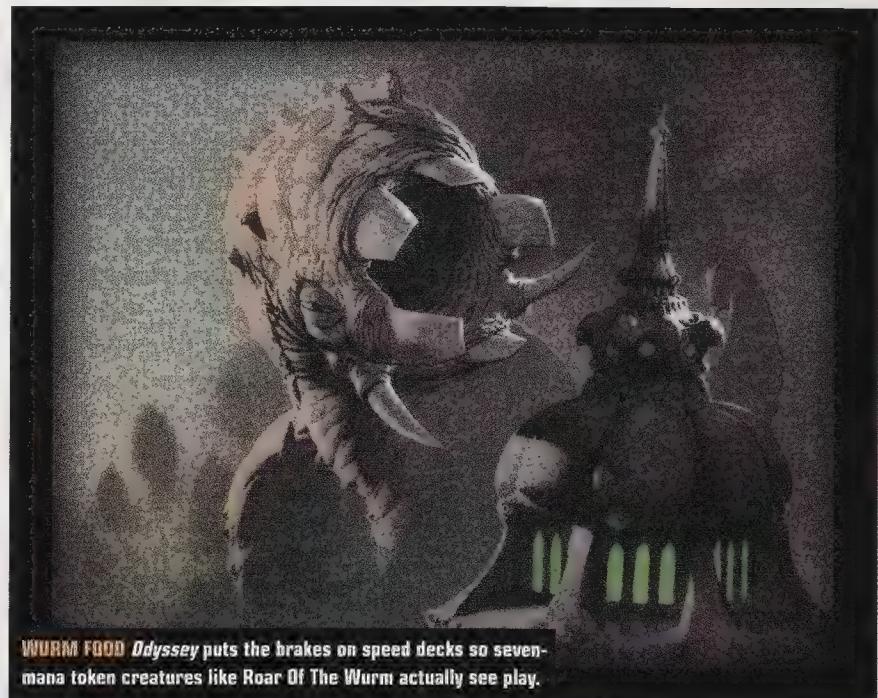
Skies isn't the only control strategy taking a tremendous hit. Two more popular decks—Nether-Go and blue/white offerings reliant on Story Circle—also are outta here.

Where's a blue mage to turn? Look no further than Iridescent Angel.

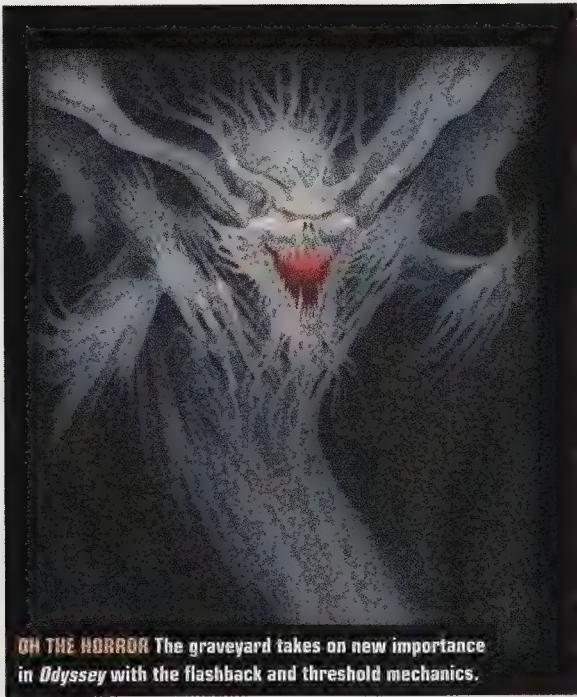
With protection from all colors, the newest winged badass is the closest thing to game-over since, well, Desolation Angel.

Might we see a new run on Teferi's Moat? Perhaps. Without the broken Story Circle around, blue/white control has no pure creature-hoser. In an environment losing the enchantment removal of Seal Of Cleansing, the Moat seems tailor-made.

What will replace Nether Spirit on the blue/black end? How about the card-drawing engine of Shadowmage Infiltrator; at 1/3, it stops most early threats and has built-in fear—quite a bargain for three mana. Blue/black also gets a lethal *Odyssey* combo in Traumatize and Haunting Echoes, two cards that bring death by decking back to the forefront.



WURM FOOD *Odyssey* puts the brakes on speed decks so seven-mana token creatures like Roar Of The Wurm actually see play.



ON THE HORROR The graveyard takes on new importance in *Odyssey* with the flashback and threshold mechanics.

6. SIDE OUT

Maindeck strategy's not the only thing impacted by a change in the Standard scene. Sideboards everywhere will feel the heat of key losses.

Gone are powerful sideboard staples like the untargetability-providing Ivory Mask, board-controlling Mageta The Lion, free elimination of Snuff Out, Massacre and Flameshot, hosing Kill Switch and Squeeze, and the utility of Seal Of Removal and its brethren.

Other 'board slots, however, are emptied by attrition. For instance, Tsabo's Web and Teferi's Response aren't as important with Rishadan Port out of the environment. Artifact elimination for Chimeric Idols is no longer needed.

With the new, multicolored environment reigning supreme, look for heavy enchantment removal to pack most sideboards, to dispose of Fires, Opposition, etc. Though Tsabo's Decree doesn't have "rebels" written on it anymore, you'll still see it in force. No color hosers are lost in the shuffle, but with all the crazy color combos being played, will anybody notice?

5. SLOW MOTION

No doubt about it, the environment's going to slow down drastically—maybe not to a standstill, but at least to a trot. No more dashing out of the gate with spells like Dark Ritual or zero-cost spells like the discarding Unmask. No more surprises from free Invigorates. Gone is the speed of Veteran Brawlers, Chimeric Idol and, of course, Blastoderm.

With less quick-drop creatures to arm weenie swarm decks, treasure new one-drops like Zombie Cannibal, Nimble Mongoose and Devoted Caretaker. The slower environment also favors the continuing *Invasion* Block trend of multicolored cards. You can still afford to play gold creatures like Blazing Specter, Lightning Angel and Urborg Drake. If control decks get fed some quality counterspells in the upcoming *Torment* and *Judgment* sets, look out for blue mastery on the tournament scene.

One blessing: While Static Orb's headaches remain, at least the game-quagmire that is *Rising Waters* leaves with *Nemesis*.

THEN & NOW

Masques Block's farewell means good-bye to several prominent Standard decks. No longer will skies be blue, stories circled and Nether Spirits recycled.

Other decks, however, will live on. Fires clearly will continue to burn, with Jade Leech replacing Blastoderm and plenty of other fatties out there to replace Saproling Burst.

Mono-red, on the other hand, will find its replacements in *Odyssey*. And there's plenty to be retuned, as Chimeric Idol, Seal Of Fire and Kris Mage all leave maindecks. Here's a peek at what Sigh mages may be throwing onto the table come *Odyssey*.

BEFORE

ARTIFACTS

4 Chimeric Idol

RED CREATURES

2 Firebrand Ranger

3 Flametongue Kavu

4 Goblin Raider

4 Kris Mage

2 Rage Weaver

3 Skizzik

RED SPELLS

3 Ghitu Fire

4 Seal Of Fire

4 Shock

4 Urza's Rage

LANDS

19 Mountain

4 Rishadan Port

SIDEBOARD

4 Blood Oath

4 Ensnares Bridge

2 Lava Runner

1 Mountain

1 Obliterate

3 Tectonic Threshing

AFTER

RED CREATURES

3 Ember Beast

3 Flametongue Kavu

4 Goblin Raider

4 Mad Dog

2 Minotaur Explorer

3 Skizzik

RED SPELLS

4 Firebolt

4 Flame Burst

2 Ghitu Fire

4 Shock

4 Urza's Rage

LANDS

4 Barbarian Ring

19 Mountain

SIDEBOARD

4 Ensnares Bridge

3 Molten Influence

1 Obliterate

2 Obstinate Percher

3 Price Of Glory

2 Sandstone Deadeye

4. GRAVEYARD RISEN

The ol' Standard wasn't without its graveyard tricks. Black's Undertaker could spellshape a card into the grave to retrieve a dead creature, and the mighty Squee bounced in and out every turn at no cost.

But you ain't seen nothin' yet.

Odyssey's all about the graveyard. Flashback gives you two spells in one, such as the two-damage Firebolt or the disenchanting Ray Of Distortion. It's not "buyback lite"—remember, a flashback spell countered goes to your graveyard, only to be used again, sometimes immediately.

Green and white clean up on threshold creatures, from green's possible 4/4 Werebear and 8/8 Krosan Beast to white's cheap 2/2 flying Mystic Penitent and 3/2 flying, protection-from-black-and-red Mystic Crusader. Threshold spells Epicenter, the new Armageddon, and Divine Sacrament, the new Crusade,



LEAVING LIN SIVVI Rebel recruiting is gone and the cabal and its minions are taking its place.

can be game winners.

Get your dice out; from now on, you'll want to keep exact count of graveyard cards.

3. ACCESS TO ALLIED COLORS

Death to *Masques*' mono-color strategies. Say good-bye to white's rebels and blue's skies decks. For that matter, we won't see anymore Cateran mercenaries running around either.

Welcome to *Magic*'s new mantra: "all that glitters is gold." Though there are only 11 true gold cards in *Odyssey*, with some winners in the protection-from-everything Iridescent Angel and card-gaining Shadowmage Infiltrator, its artifacts and lands lend big color support. All the one-casting-cost eggs can be sacrificed for one of each allied color and a card. Lands like Timberland Ruins provide a mana of the appropriate color and can be sacked for any color, while Skycloud Expanse and the like can be tapped for one of each allied color, in this case blue and white. Expect the cross-color chaos to thrive in the next two sets.

2. SLEIGHT OF HAND

Card advantage is a big part of *Magic*, but when is it to your advantage to hold a card for later, as opposed to tossing it immediately for an effect? *Mercadian Masques* gave us this dilemma with spellshapers like Waterfront Bouncer; now, *Odyssey* cranks up the strategy with 30 discard-for-effect creatures like blue's Pulsating Illusion, green's pumpable Wild Mongrel and gold's Phantatog. Add the series of Rites cards, such as the damage-generating Rites Of Initiation, and you've got the next level of card decision-making.

Don't fret about keeping your hand size high. Accumulated Knowledge and Gush may have faded into Extended season, but we still have the king of card-drawing, Fact Or Fiction, which may just shoot up to a six-star card with its ability to drop cards directly into your graveyard for threshold.

1. REBELS PUT DOWN

The rebellion is officially over. With the advent of *Odyssey* and passing of *Mercadian Masques*, Lin Sivvi and her defiant company leave the environment and the recruiting mechanic passes

YOU DON'T SAY

MAGIC LINGO EXPLAINED

NO-MAR

WHAT IT IS: A short until last year's *Odyssey* with Dromar, The Banisher; the "no" implies a version without the drop.

WHAT IT ISN'T: An all-star shortstop for the Boston Red Sox.

PONZA

WHAT IT IS: A red landkill/board-control deck.

WHAT IT ISN'T: The guy from "Happy Days" who liked to say "Ayyyyyy!"

GAS

WHAT IT IS: A really good card; also, a card that fuels a deck's combo engine.

WHAT IT ISN'T: The most prevalent component of your dining room after eating Taco Bell.

WINDMILL SLAM

WHAT IT IS: A motion where you forcefully throw down onto the table an amazing card that you just drew.

WHAT IT ISN'T: The new meal at Denny's restaurants in Holland.

RAINBOW

WHAT IT IS: A deck that utilizes all five colors.

WHAT IT ISN'T: Something hated by *South Park*'s Cartman.

WEENIE

WHAT IT IS: A small, cheap, efficient creature, like Jackal Pup.

WHAT IT ISN'T: What you're thinking right now.

BEATDOWN

WHAT IT IS: A deck strategy that involves attacking quickly as possible.

WHAT IT ISN'T: When you are using your vacation to the gym.

MONO

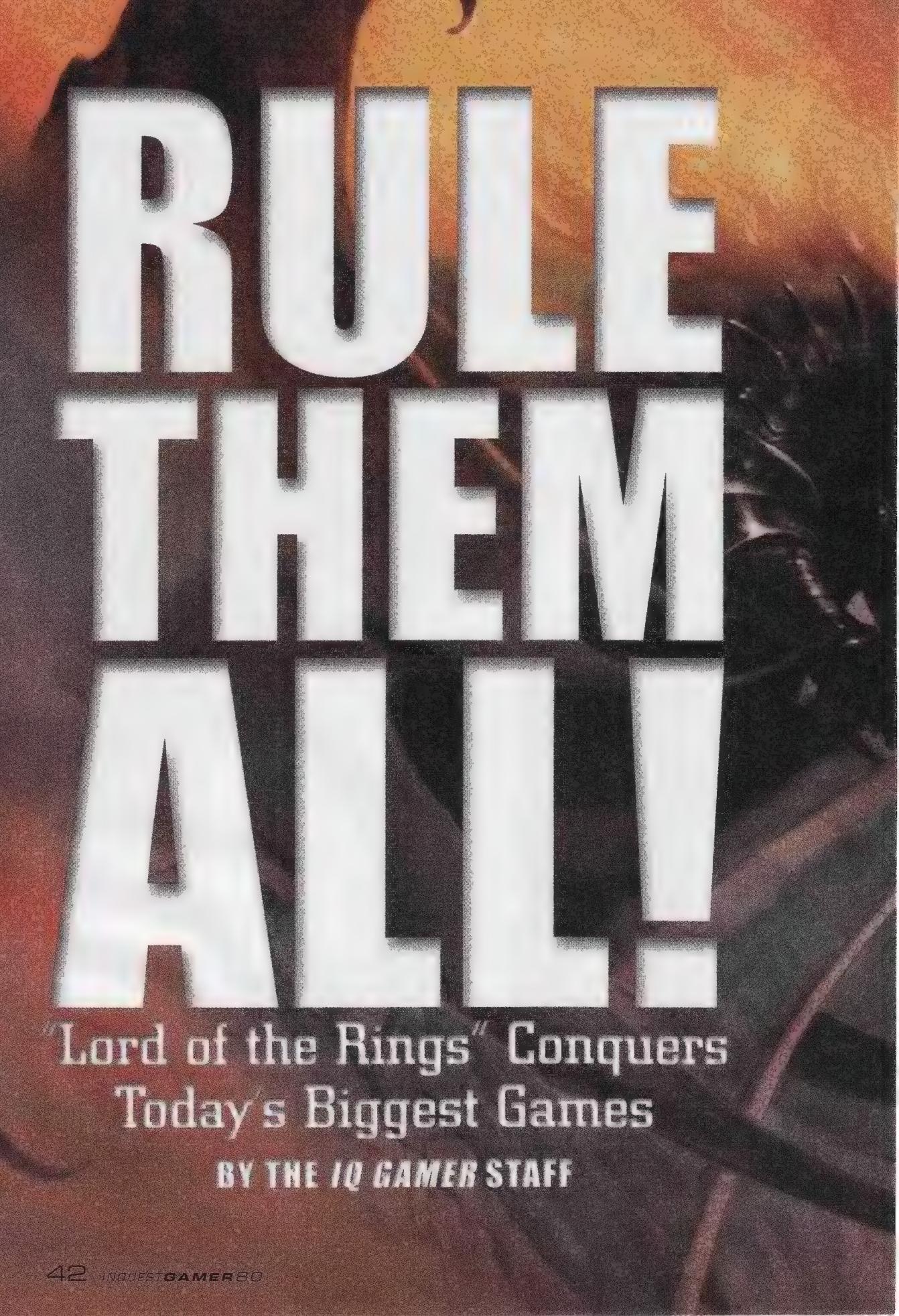
WHAT IT IS: A deck strategy that involves playing only one color.

WHAT IT ISN'T: A single-player strategy for the computer. Magic players.

into *Magic* history. Subbing in for the rebels in white decks are *Odyssey* creatures like Mystic Visionary and Mystic Crusader. All gain power and/or abilities when a player reaches threshold, giving them a similar "build up to kick butt" feel as the rebels, although they're not nearly as powerful or fast as the insane rebel decks we all know and loathe. Retrieving creatures from your library is considerably tougher in *Odyssey*, as the only creature fetchers are Diabolic Tutor and the limited Dwarven Recruiter.

Odyssey has changed the IQ Staff forever. Rarely does a day now go by without them cracking a half-dozen Nut Collector jokes.

Rule Them All



**Lord of the Rings" Conquers
Today's Biggest Games**

BY THE *IQ GAMER* STAFF



Two solid years of nothing but orcs, hobbits and ghouls. Twenty-four months of ringwraiths, ents and goblins. If our mouths weren't parched from drooling over all the cool toys coming for "The Fellowship of the Ring"—see our shopping guide on page 102—we'd certainly have exhausted our slother thinking about all the cool "Lord of the Rings" games on the way. From Fantasy Flight's board games to Games Workshop's miniatures games to Decipher's CCG and RPG, we're insane with glee.

But wouldn't it be even cooler if Middle-earth invaded other games? If characters like Frodo and Gollum were included in the biggest games of our time? We got all giddy just thinking about it, so we made up characters for today's most popular games: *Legend of the Five Rings*, *Magic: Warlord*, *Dragon Ball Z: Magi-Nation*, *Huge Knight* and *Dungeons & Dragons*.

THE BALROG

LEGEND OF THE FIVE RINGS

WHAT IT IS: The Balrog—actually one of a number of balrogs in Middle-earth—is a creature of the same basic type as Gandalf, a powerful spirit creature. The balrogs, though, fought on the side of evil and rebelled against their masters. They are creatures of fire, living deep underground, bearing whips of flame and wearing cloaks of darkness. “Balrog” means “power-terror” or “demon of the night.” The balrog from “Lord of the Rings” lived below the Mines of Moria and was disturbed when dwarves dug too deeply. It came to be known as “Durin’s Bane,” as it wiped out the dwarves led by Durin who were living in the mountains.

PLAY TIPS: A five-force cavalry creature with the ability to attach two weapons makes the Balrog a terrifying attacker and particularly effective as a duelist. While the duel is essentially nonlethal—the loser is shuffled back into the deck—it can give you the time to finish off a province or two. The Balrog is nearly unbeatable if you have the Ring Of Fire, which would normally spell doom for anyone dueling the spellcaster.



GOLLUM

MAGIC: THE GATHERING

WHO HE IS: Known originally as the hobbit Sméagol, this subterranean creature was dubbed “Gollum” for his throat’s froglike sounds. As a young hobbit, Gollum went fishing with his cousin and murdered him when the One Ring was discovered. Extended possession of the Ring perverted Gollum into a repulsive creature, and he hid under the Misty Mountains to avoid contact with the world. In a game of riddles, Gollum lost the One Ring to Bilbo Baggins, who escaped with the help of the Ring’s invisibility powers. Separation from the Ring drove Gollum mad, and he dedicated his remaining life to tracking down and killing the “Bagginses” who had unjustly stolen his “Precious” from him.

PLAY TIPS: Gollum marks a series of firsts. Since he’s always on the prowl for the One Ring, he gains “artifactwalk,” striking mercilessly at opponents with treasures. Taking a page out of *Odyssey*, he’s also the first creature with flashback; Gollum’s a cunning fellow, so you might have to “kill” him twice to get rid of the pest.



SARUMAN

WARLORD: SAGA OF THE STORM

WHO HE IS: Once the greatest wizard in Middle-earth, Saruman's lust for power unseated him from the White Council and turned him into an ally for the Dark One, Sauron. The wizard Gandalf learned of Saruman's treachery, but too late. As Frodo and the hobbits started off on their quest to destroy the One Ring, Saruman waylaid Gandalf and imprisoned him in his tower at Isengard. Gandalf managed to escape with the aid of Gwaihir, Lord of the Eagles, but Saruman plagued the Company again when his formidable orcs attacked them en route to Mordor, capturing hobbits Merry and Pippin and sundering the company.

PLAY TIPS: In Alderac's *Warlord: Saga of the Storm*, your warlord is your strongest character. Saruman does something no other wizard in the game does—he can reuse a spell he's just cast. Fire off that Ice Bolt twice, or unload on the front rank with a double Meteor Swarm. Always use Saruman's ability early in a turn, otherwise cards you play or your opponent destroys may discard spells out of reach.

FRODO

DRAGONBALL Z CCG

WHO HE IS: Adopted by his cousin Bilbo, hobbit Frodo Baggins kind of inherited the task of destroying the One Ring—which turned the bearer invisible, among other things—before Sauron could use it to conquer Middle-earth or it corrupted Frodo as it had its previous bearer, Gollum. Frodo and his fellow hobbit Samwise eventually split from the fellowship, not wishing to endanger the others on the trek through the dark land of Mordor to the magma pits of Mount Doom, the only place the Ring can be destroyed. It was there Frodo faced the ultimate temptation of the Ring and had his final confrontation with Gollum.

PLAY TIPS: Being just a hobbit, Frodo doesn't start out particularly powerful. But since he can always slip on the One Ring to turn invisible, he can avoid physical attacks. Who are we kidding? Frodo's just in this article because imagining him in *DBZ* had us all in stitches. Play him at your own risk.



GALADRIEL

MAGI-NATION

WHO SHE IS: Also known as the "Lady of the Wood," Galadriel was queen of the elves in the forest region of Lórien, beyond the mountains of Moria. She wore Nenya, one of the Three Rings and was thus able to resist Sauron's power and protect her land. Frodo offered her the One Ring, but she refused and sent the fellowship on its way with magical gifts to aid against the perils they would face and, in Sam's case, repair damage to the land. At the end of the trilogy, Galadriel and the other ringbearers leave Middle-earth aboard great elven ships.

PLAY TIPS: With Galadriel's ability to look at the top cards of either player's deck, you can either set up yourself or keep your opponent from his key cards. Her high beginning energy makes Galadriel a great starting magi. Her opening hand allows you to draw extra cards, giving her more resources or setting up your next two magi. She can start with a Vortex Of Knowledge and some creatures that draw cards, ensuring you have a creature or can draw additional cards on your first turn.



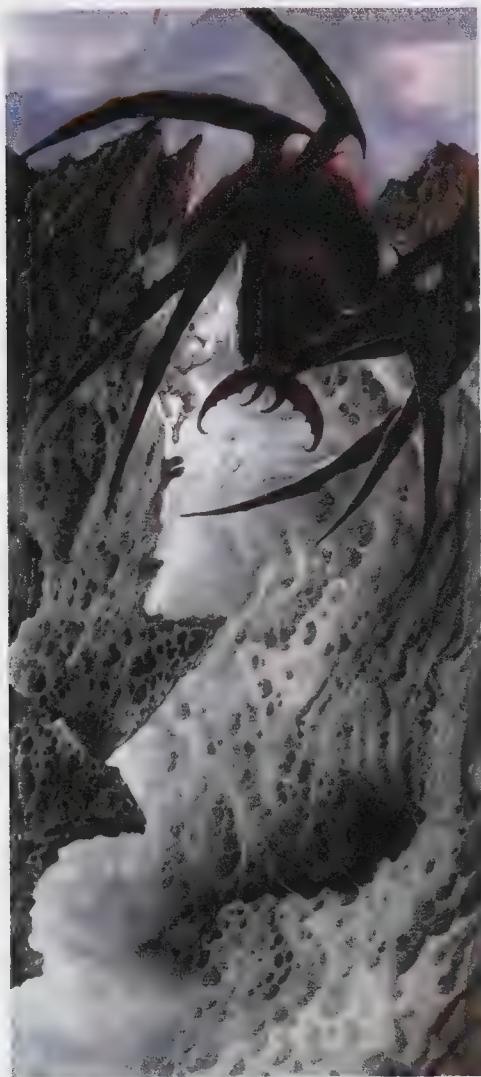
GANDALF

MAGE KNIGHT

WHO HE IS: Like his fellow wizards, Gandalf the Gray was a centuries-old spirit creature sent forth to oppose Sauron—a mission that would eventually lead him to the hobbits of the Shire and the Baggins family, possessors of the One Ring. He would lead the efforts to destroy it with his own weapons: Narya, the ring of fire; his staff and the great sword, Glamdring, the Foe Hammer. Though powerful, he was forbidden to gain enough power to confront Sauron himself—a law broken by fellow wizard Saruman. Gandalf fell during his battle with the Balrog, but was reborn as Gandalf the White and went on to lead with Aragorn the forces arrayed against Sauron's army.

PLAY TIPS: Gandalf starts with a movement of 10 inches, but loses one for every two clicks of damage until the ninth, where he loses one per; he's dead on the 12th. He adds command to his damage through the first six slots, with three 14-inch ranged attacks. After taking six damage, his flame/lightning attacks turn to magic blasts. For a full stat breakdown, check the *InQuest Gamer* page at www.wizardworld.com.





SHELOB

DUNGEONS & DRAGONS

WHAT SHE IS: Giant spider and mother to the spiders of Mirkwood, Shelob dwelled in a series of tunnels that honeycombed the area around and beneath the orc outpost of Cirith Ungol, on the border of Mordor. The orcs of the tower called her "Her Ladyship" and feared her as she knew all of their paths and often preyed on them. She caught Gollum here and—giving him his freedom in exchange for his assistance in luring prey to her den—he led Frodo and Sam into her web, trapping Frodo and apparently killing him. Sam, however, dealt her a nasty blow with the elven blade Sting and damaged a cluster of her many eyes.

PLAY TIPS: Shelob could live just about anywhere. A dark forest with her offspring or her own corner of a vast dungeon, waiting for hapless treasure hunters works. Or perhaps a rural cave where she's worshipped as a local deity by the tribe of orcs who live nearby is more appropriate. Anywhere you set her, Shelob is smart and will flee rather than face death. She plots, using tactics and surprise to stalk her prey.

The IQ GAMER staff thanks Ed Bolme, Dan Tibbles and Matt Holmberg (Magi-Nation), Dave Williams (L5R), Kevin Barrett (Mage Knight) and the mad wizards at Fantasy Flight Games for their help with this article.

SHELOB

Monstrous spider, colossal colossal vermin (unique)

Hit Dice: 275

Initiative: +3 (Dex)

Speed: 30 ft., climb 20 ft. (40 ft., climb 20 ft.)

AC: 22 (-8 size, +3 Dex, +17, natural); belly unmodified 17 for called shots.

Attack: Bite +35 melee

Damage: Bite 5d6+10 and poison; on a successful Dex check, Shelob can attribute the rolled amount of damage at will to keep from destroying her prey.

Face/Reach: 40 ft. by 40 ft./15ft.

Special Attacks: Poison, web.

Special Qualities: Vermin

Saves: Fortitude +33, Ref +22, Will +20

Abilities: Str 27, Dex 17, Con 16, Int 13, Wis 11, Cha 3

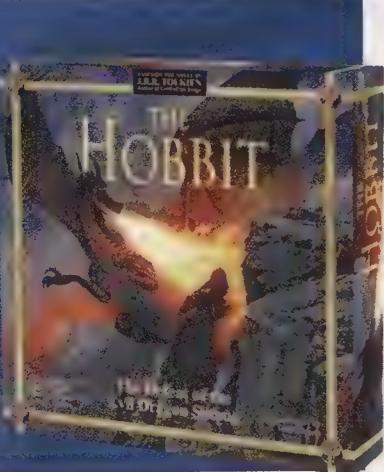
Skills: Climb +20, Hide -5, Jump +8, Spot +8

NEW LotR BOARD GAMES

• The great John Howe art used to illustrate many of the cards in this latest game from Fantasy Flight's *Lord of the Rings* board game line, originally published by Hasbro/Wizards of the Coast.

• That game is getting its first expansion this month. Titled *Friends & Foes*, it introduces a new element to the game: Foes. Foe cards, such as barrow wights and wargs, are revealed throughout the game and must be defeated using the *Feature and Gadget* cards or by trapping and killing them with the *Wraith* before eight are played. If eight foes are showing at the end of your turn, the game is over.

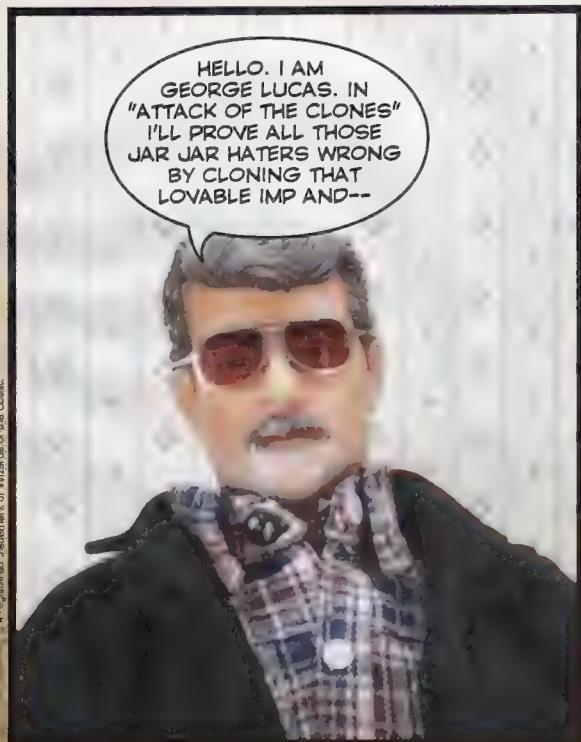
• Also available this month from Fantasy Flight is *The Hobbit* stand-alone board game. This is a simpler game intended for the mass market. Players roll dice to move their characters through the *Land of Mordor* to Smaug's treasure and score points to win the game. Adventure cards require players to recite songs and poetry from Tolkien's book to progress in their quest.

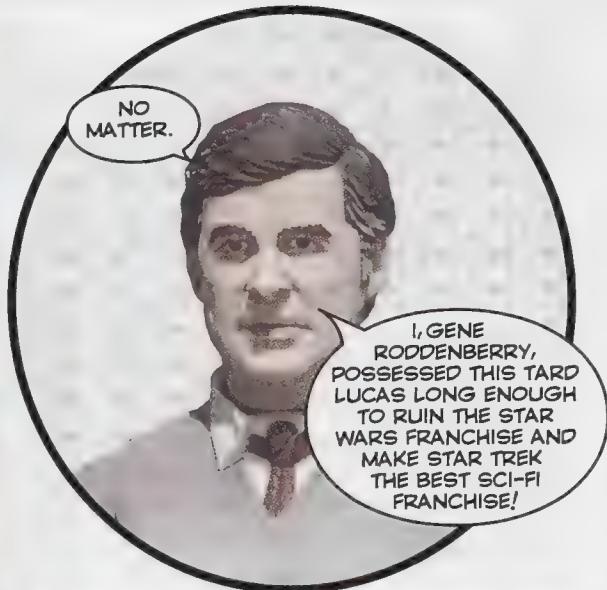


IQ THEATER

"THE PHANTOM MENACE"

by PAT McCALLUM and TOM ROOT





Killer Decks

The Weirdest Worlds Deck

by Steve Frohnhoefner

It happens every year at *Magic's World Championships*. Somebody has to be the outcast. This year, that honor goes to Japan native Tsuyoshi Fujita. Amid the myriad Fires, Skies, Opposition and black/red decks that dominated Worlds, Fujita whipped out a five-color, modern-day version of, get this, a Prosperous Bloom deck—and went 3-3 in the process. Not exactly a world-beater, but hey, I didn't see you at Worlds, let alone playing to a .500 record.

What's in It?

Much like the Prosperous Bloom decks of old, Fujita's offering counts on deception. For turns, the deck does nothing but build up land with Domain deck staples Harrow and Rampant Growth. Only instead of counterspells, the deck uses Orim's Chant and Tangle to stall creatures and spells, and Tsabo's Web to lock down nonbasic lands, like Rishadan Port.

For those that don't remember ProsBloom, that deck carried only one Drain Life as a kill mechanism.

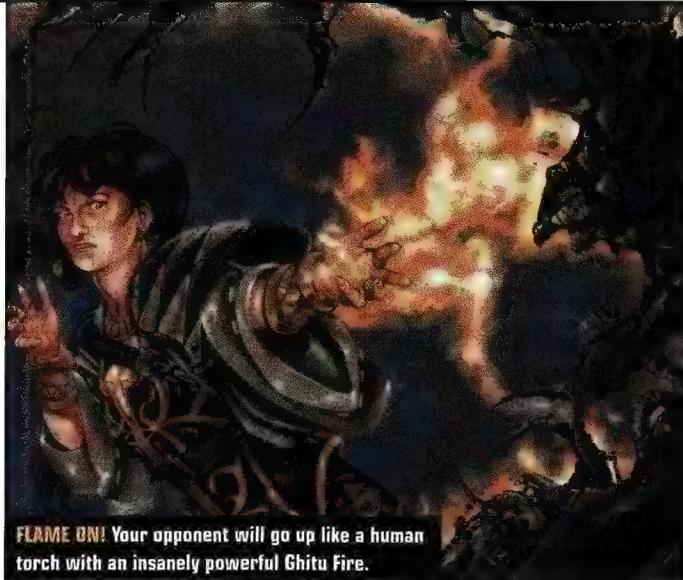
When it was ready to go off, ProsBloom went on a card-drawing frenzy until it found its finisher, then backed it up if necessary with a Power Sink.

Fujita's deck lacks the broken symmetry of Squandered Resources and Cadaverous Bloom, but is similar in that it packs just a single Ghitu Fire instead. Search engines Allied Strategies, Brainstorm, Fact Or Fiction and Worldly Counsel help locate the burn when it's needed. Four Restocks help recycle the kill card if need be.

Those Restocks can be clutch. After all, Lobotomy is this and any combo deck's worst enemy. If the Fire's in your hand, it's either pay the extra two to cast it as an instant or scoop up immediately.

Still, even without the fear of Lobotomy, building up mana for a 20-plus point Ghitu Fire ain't easy, especially since odds are you'll need to Chant your opponent before spreading the cheese.

Early Harvest is no Squandered Resources, but it does the trick here, allowing you to untap all your basic lands



FLAME ON! Your opponent will go up like a human torch with an insanely powerful Ghitu Fire.

for just three mana. With all the quick land you'll be dropping thanks to cards like Harrow, just one or two Harvests should do the deed.

And speaking of deeds, a lone, recyclable Pernicious Deed graces the deck as some additional insurance, in case you can't find the combo soon enough.

How It Wins

Make no mistake; this isn't an easy victory. You've got a limited number of weapons, so remaining calm and using them only in the face of calamity is key.

Sure, that second-turn Chant can slow a Fires deck. But wouldn't you rather have it when there's four creatures headed at your skull? Same goes for Tangle. Hold them until needed, especially since you'll likely need a Chant or two to help ensure the Ghitu Fire resolves.

Your early plays should all focus on getting land—lots of it. Unless you are in danger of losing the game, Harrow and Rampant

the deck

ARTIFACTS

2 Tsabo's Web

BLUE SPELLS

4 Allied Strategies
3 Brainstorm
1 Fact Or Fiction
4 Worldly Counsel

GOLO SPELL

1 Pernicious Deed

GREEN SPELLS

4 Early Harvest
4 Harrow
4 Rampant Growth
4 Restock
2 Tangle

RED SPELL

1 Ghitu Fire

WHITE SPELLS

4 Orim's Chant

LAND

11 Forest
6 Island
1 Mountain
3 Plains
1 Swamp

SIDEBOARD

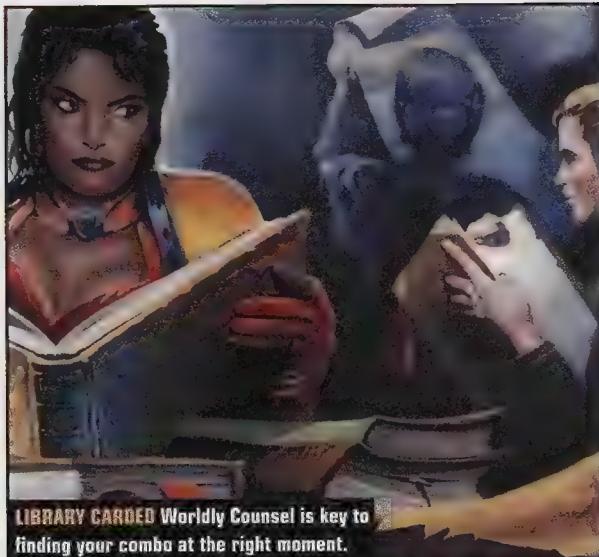
2 Fact Or Fiction
2 Gainsay
2 Heroes' Reunion
3 Juntu Stakes
2 Pernicious Deed
1 Tangle
3 Tsabo's Dereed

SUBSTITUTIONS

Orim's Chant → Evasive Action
Pernicious Deed → Tangle
Tsabo's Web → Price Of Glory

INSANITY!

Crazy plays this deck can pull off to win



LIBRARY CARDED *Worldly Counsel* is key to finding your combo at the right moment.

Growth should be played before your defensive cards. Don't think twice about Restocking your land-fetchers; they are key to victory.

Once you've got four or five land types in play, draw to your heart's content. You'll find the necessary card, whether it be that Tangle or Pernicious Deed needed to stave off death or the Ghitu Fire and Early Harvest that deliver the finishing blow.

Remember: Patience.

On Board

I know what you're thinking: How can this wacky deck fend off cheap creatures or heavy countering? The answers, as with any tourney-caliber deck, are found in the sideboard.

Three Tsabo's Decrees help rid the board of pesky rebels, familiars or any other creature type of the day. Two more Deeds provide more reset power. A third Tangle also buys time against creature-heavy decks. Juntu Stakes are essential against Birds Of Paradise and elves and have found their way into many sideboards of late.

Two Gainsays might not seem sufficient against blue, but the deck can draw to them with lightning speed, and in essence, you only need to make sure one spell—the Ghitu Fire—goes off.

Fujita devoted his final two 'board spots to Heroes' Reunion, the cheapest life-gain spell in the game. Feel free to add more Gainsays or such to the mix if you'd prefer, although it's hard to argue against a potential 14 life in a deck such as this one.

New Odyssey

With its return to friendly color combos, *Odyssey* doesn't sport much for Domain-type decks, but a couple of cards could find their way into a deck like this. New Frontiers is a lightning-fast way to set up the kill, allowing each player to essentially double his mana base. Granted, those lands are put into play tapped and it's a sorcery, but you're packing four Early Harvests, remember?

Holistic Wisdom lets you pay two mana and remove a card in your hand from the game to retrieve any one from your graveyard, provided that card is the same type as the one you discarded. This underrated enchantment is perfect for a deck reliant on many instants and sorceries.

Moment's Peace doesn't provide the extra lockdown of Tangle, but it can be flashed back for a second use, letting you save your Restocks.

Steve Froehnhofer's bringing his Cephalid Shriner deck to the 2002 Magic World Championships. He likes the little cars and fezzes.

The way this deck plays is dependent on its competition. And it has proved it can handle almost anything. Here's the key cards and combos for four different matchups it is likely to face:



ORIM'S CHANT

Forget its utility against creatures, Chant is at its best against counter-heavy offerings. By casting Chant before it triggers its Ghitu Fire, this deck forces a control deck to have two counterspells handy to avoid certain doom.



TANGLE

Green decks with elves often take a turn early where they attack with their 1/1s for a little extra damage. By casting Tangle during this attack, the deck sets a green mage's mana production back a turn. It's definitely a move worth considering.



RESTOCK

Sometimes this deck will have no choice but to chip away at its opponent, casting Ghitu Fire to fry a creature or to do less-than-lethal damage to an opponent. That's when Restock really shines, giving you as many as five Ghitu Fires.



EARLY HARVEST

There are times when speed is needed on your own end. Three mana to untap all your land becomes an absolute steal in this situation. Suddenly, casting multiple copies of Allied Strategies becomes feasible and going through half your library at once is not impossible.

Killer Decks

Lord of the Rings

by Nigel Jefferson

Middle-earth's goblins live by the scimitar and die by the hundreds; they're the mooks that make the good guys look great. But not this time. You're after some retribution, pure and simple. Your strategy? Superior numbers. Crank out hordes of goblins and sic 'em on your opponent's heroes.

TOP CARDS

The power of this deck lies in its ability to burn through cards at top speed, to recruit a strong fellowship while storing up minions for a series of devastating attacks. Elrond's and Goblin Scimitar's ability to let you draw extra cards, and Goblin Scavenger's ability to retrieve the Scimitar from your discard pile, ensure that you see plenty of cards.

There are no cards in the deck that are designed to sit in your hand; everything is played to the table to make way for liberal card drawing. Goblin Scimitar is so strong because not only does it boost one of your monsters, but because it costs nothing, and you draw a card to replace it. Your opponent will get sick of the sight of it as you play it again and again...

HOW IT BEATS YOU

The fellowship this deck generates is designed simply to survive and pave the way for the goblin invasion. When moving, it concentrates on keeping characters alive and seldom moves more than once in a turn, as the aim is not to reach the last site, but to kill your opponent. Most of the time, moving twice will only serve to provide your opponent with more cards with which to protect his fellowship.

It is very important that you go first so you can lay your site and play Aragorn, so bid high and don't worry about the burdens; Sam's ability to remove burdens should bring them under control quickly. Make every attack count. Never drop monsters unless you are sure you can send out a large attack which will take out at least one character. The exception is the Cave Troll; his strength is



CHUCKLES THE DRC After graduating from Clown College, Chuckles hit every circus in Middle-earth.

© New Line Cinema

double that of most characters and he is virtually guaranteed to inflict four wounds by himself.

1 CARD

Goblin Swarms. Most of the time, it's not the pool that limits your attack, but what you have in your hand. Goblin Swarms will break your opponent if he cannot remove it: all your winning goblins go there instead of the discard pile, guaranteeing a constant supply of the little dudes.

Nigel Jefferson has kept goblins in his basement for years, but their discussions on the state formulation of quantum mechanics still baffle him.

"Bungee Horde"

FREE PEOPLES

- 1 Frodo, Old Bilbo's Heir*
- 1 The One Ring, Isildur's Bane*
- 1 Arwen, Daughter Of Elrond*
- 1 Sam, Son Of Hamfast*
- 1 Aragorn, King In Exile
- 2 Ranger's Sword
- 2 Blade Of Gondor
- 2 Sting
- 2 Hobbit Sword
- 4 Boromir, Son Of Denethor
- 2 Gwemegil
- 4 Elrond, Lord Of Rivendell
- 3 Bounder

SHADOW

- 2 Hobbit Party Guest
- 2 Rosie Cotton
- 2 The Gaffer, Sam's Father
- 3 Cave Troll Of Moria, Scourge Of The Black Pit
- 4 Host of Thousands
- 4 Goblin Backstabber
- 4 Goblin Runner
- 4 Goblin Scavengers
- 4 Goblin Scimitar
- 4 Goblin Wallcrawler
- 3 Goblin Swarms

ADVENTURE DECK

- 1 The Prancing Pony
- 1 Trollshaw Forest
- 1 Frodo's Bedroom
- 1 Mithril Mine
- 1 The Bridge of Khazad-Dûm
- 1 Dimrill Dale
- 1 Anduin Wilderland
- 1 Shores Of Nen Hithoel
- 1 Summit Of Amon Hen

*Starting Fellowship



Digital unauthorized LOR user.

Killer Decks

Dragon Ball Z

by Joshua Minnon

Androids Saga brought a slew of new Saiyan Style cards with it. And who better to head up a deck of them than that big-hitting Saiyan heavyweight, Trunks? Just declare Tokui-Waza and clear a space on the floor for your unconscious opponent.

TOP CARDS

If you don't draw a physical attack whenever you draw cards, something's wrong. There are—count them—24 physical attacks in here. That's one third of the deck. And on top of this, Trunks has a built-in physical attack that's one step away from being unstoppable: Your opponent has to block it with two cards.

Physical attacks such as Saiyan Face Stomp, Saiyan Flying Tackle, Saiyan Left Kick and Saiyan Destiny are all big fat attacks that do a lot of extra damage if you declared a Saiyan Tokui-Waza. Yet even your non-Saiyan Style cards kick ass. Rebellion is a physical attack that does +8 power stages of damage, while Goku's Battle Ready hits your opponent for seven power stages—a perfect weapon for any aggressive deck.

HOW IT BEATS YOU

This deck hits hard and fast. To win, throw a barrage of physical attacks at your unsuspecting opponent. With the Saiyan Style Mastery and Kami's Floating Island, you should be drawing at least five cards each turn. Watch your hand fill with physical attacks, and then shove them in your opponent's face. You might be thinking: "But my opponent gets to attack back..." Sure he does, but with cards like Saiyan Focus, Saiyan Wrist Block and Saiyan Lightning Dodge, you get to block your opponent's attacks and make him lose power stages too.

Your energy attacks do a lot of damage and mess with everyone's anger. To keep your power stages topped out, there are three Hidden Power Levels, plus Earth Dragon Balls 1, 3 and 5—which is probably more than you'll ever need. In fact, with a few "anti-anger" cards, three Confrontations and four copies of Trunks Energy Sphere, you're



TRUNKS IS NO PUNK He requires opponents ditch two cards to block him.

ready for anything and everything.

1 CARD

Trunks, Level 1. An attack that takes two blocking cards to stop is just too good. Use it after pounding your opponent with a bunch of physical attacks to get him to zero, then smack him with your powered-up-to-full Trunks.



For the longest time, Joshua Minnon thought Trunks had something to do with elephants' luggage.

"Trunks, the Hero"

MAIN PERSONALITY

- 1 Trunks (Trunks Saga)
- 1 Trunks, The Swordsman
- 1 Super Saiyan Trunks
- 1 Trunks, The Hero

MASTERY

- 1 Saiyan Style Mastery

PHYSICAL COMBAT

- 1 Chiaotzu's Psychic Halt
- 1 Nappa's Physical Resistance
- 1 Vegeta's Physical Stance
- 3 Goku's Battle Ready
- 3 Hidden Power Level
- 3 Rebellion
- 3 Saiyan Face Stomp
- 3 Saiyan Lightning Dodge
- 3 Saiyan Heads Up
- 3 Saiyan Left Kick
- 3 Saiyan Wrist Block
- 3 Saiyan Destiny
- 3 Saiyan Flying Tackle
- 3 Saiyan Pressure Punch

ENERGY COMBAT

- 1 Good Advice
- 1 The Luck Of Trunks
- 1 Trunks Makes Himself Clear
- 1 Nappa's Energy Aura
- 3 Saiyan Focus

COMBAT

- 1 Time Is A Warrior's Tool
- 4 Trunks Energy Sphere
- 3 Saiyan Truce Card
- 3 Confrontation

NON-COMBAT

- 1 Vegeta's Quickness Drill
- 1 Terrible Wounds
- 1 Vegeta Scans The City
- 1 Goku's Heart Disease
- 3 Saiyan Battle Terms
- 3 Saiyan Appraisal Maneuver

LOCATION

- 3 Kami's Floating Island

DRAGON BALLS

- 1 Earth Dragon Ball 1
- 1 Earth Dragon Ball 3
- 1 Earth Dragon Ball 5

Killer Demi-Armies

Mage Knight

by Kevin Barrett

The Atlantean Magus and his Demi-magi wait behind a wall of Goblin Volunteers; they wait for you to approach and then they blast you out of existence. Your opponent's fielding a "turtle army"—stationary, thick-shelled and hard to crack. But you're ready for this cheese. Your army's a turtle killer.

TOP FIGURES

The Magus-powered turtle army is a common archetype in the *Mage Knight* tournament scene. It blasts advancing armies to bits. But not yours. You're packing three dwarves with magic immunity. Approaching behind a damage-absorbing wall of Brass Golems, your dwarves cannot be hit by your opponent's magic blasts. Any points your opponent has put into Demi-magi are pretty much negated. This point swing should give you the upper hand in battle.

Your key figure is Dwarven Jarl. With command, a 12-inch ranged attack, an attack value of 12 and 3 damage, he will dictate the flow of your battle. If your opponent does manage to contact him, you can make short work of the offending warrior with this dwarf's weapon mastery.

HOW IT BEATS YOU

On one turn, the Golem formation moves forward, followed by the dwarves. On the next turn, your two main formations rest while your Mage Spawn skirmishers advance up the flanks. Repeat this pattern. When you get within 10 inches of your opponent's turtle army, it's time to move the Brass Golems to one side and let loose with the Fuser attacks. Maneuver your Golems to screen as much incoming fire as you need while you work over the opposition from one end to the other, methodically beating down his wizards one at a time. Use the Jarl's attack to crack particularly tough units on the other side, or act as primary attacker if a ranged combat formation is needed.

The Mage Spawn are best kept out of magic blast range until needed to fill a gap in the Golem line or pin an opposing rangestriker with a timely base

DAMN,
BEN-HUR
NEVER
LOOKED THIS
GOOD!

ARMOR UP! Blades and brawn make the Atlanteans the definition of "Blade Runners."

contact. Also, don't discount the possibility of a capture attempt with the Shade. His quickness can be used to cover the ground back to your starting area to score double capture points at the end of the game.

Eventually, your Jarl will make a command roll. When he does and you are in musket-range of the opposing force, volley three separate shots at the opposition, starting with the Jarl's better attack.

1 Warrior

Dwarven Jarl. His key attribute is the magic immunity; like the other dwarves, he can't be hit with a magic blast and he shrugs off extra damage caused by magic enhancement.

Kevin Barrett's turtle army contains Donatello, Raphael, Leonardo and a whole mess of Pepperoni Golems.

"Turtle Killer"

200-point
Mage Knight Army

WALKING WALL SECTION
3 Brass Golem (*) = 54 points

SKIRMISHERS
1 Shade (*) = 12 points
1 Imp (*) = 5 points

DWARF SECTION

1 Dwarven Jarl = 77 points
2 Dwarven Fuser (****) = 52 points

Killer Decks

Buffy the Vampire Slayer by David Eckhard

Give 'em hell! And we mean that literally. Using The Master and his band of evil minions, you're going to wreak havoc across Sunnydale until the Hellmouth itself has opened. That'll give those high-kicking, stake-toting losers something to think about.

TOP CARDS

With his essence card and Level 1 power, The Master can fight up to three times a turn. So if you can get to your opponent and his Scooby Gang while they're in one place, you can beat down all of them. Give The Master a Stake & Crossbow card and you've got an insane fighting machine.

But he can't do it all by himself. The Master needs his lackeys, and there are nine here for him. There would be more, but there aren't many other characters that have a really good butt-kicking skill to help you in a fight.

Run, Fast! and Electrical Tunnels Schematic help you get board control so you can be wherever your opponent is. The Old Madison Body Switch is useful moving away those characters that could beat you and replacing them with those you can nail.

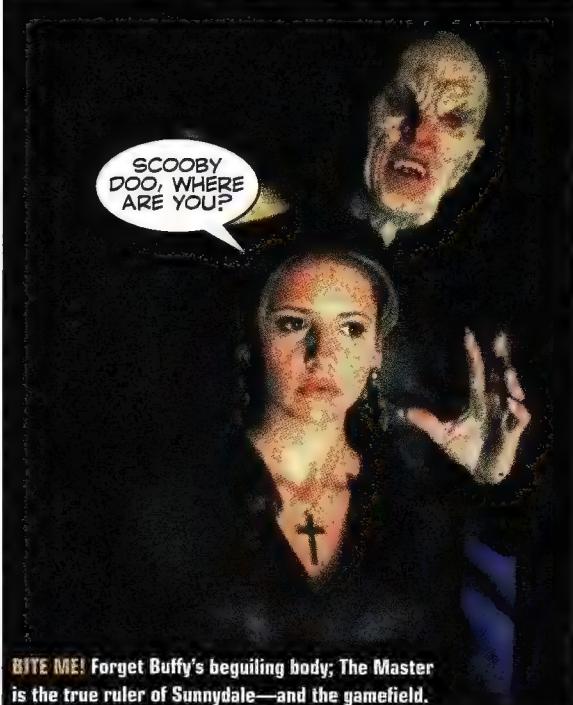
HOW IT BEATS YOU

Fighting and board control. Your cards help you fight, prepare for the fight or put you in positions where the fights are in your favor. Don't worry about challenges; it's easier for this deck to beat someone up then to gang up and win a challenge.

You want a location card at every location. Pool Of Blood, Mausoleum, Warehouse, and Tunnels are your four prime locations. Public Restroom is filler, but if your opponent plays at least one school location, the Restroom can be powerful.

If your opponent keeps his characters grouped together, have The Master chase them down and slaughter them *en masse*. If they spread out to escape The Master, bring on the lackeys. Most minions get an advantage against an average character during fights.

Join The Pep-Squad and cards that change fights to butt-kicking can wreck this deck. You've got a lot of



BITE ME! Forget Buffy's beguiling body; The Master is the true ruler of Sunnydale—and the gamefield.

card-drawing to help recover from anything that doesn't go your way. Against hero decks, you've got Vampire Embrace so you can beat up your opponent with his own characters.

1 CARD

Run, Fast! You need a three butt-kicking to play it, but it lets you lure a character to where you want them after they've moved. Awesome. Or it can draw away a strong character so you can take out her little friends...

Freelancer David Eckhard always orders extra garlic bread... as if he needs it. Whew!

"Hell on Earth"

ESSENCE

The Master
Essence Card

CHALLENGES

- 1 Abduction
- 1 A Boy And His Guillotine
- 1 Feeding Time
- 1 Festival Of Saint Vigorous
- 1 Facing Your Fear

LOCATIONS

- 1 Lair Of The Master
- 1 Mausoleum
- 1 Pool Of Blood
- 3 Public Restroom
- 1 Tunnels
- 1 Warehouse

RESOURCE DECK

- 1 Pergamum Prophecy
- 1 Welcome To The Harvest
- 1 Andrew Borba Level 1
- 1 Claw Level 1
- 1 Darla Level 1
- 1 Drusilla Level 1
- 1 Fritz & Dave Level 1
- 1 Jesse Level 1
- 1 Luke Level 1
- 1 Spike Level 1
- 2 Alone
- 3 Animal Intensity
- 2 Eclipse
- 3 Electrical Tunnels Schematic
- 3 Feast On Virgins
- 2 Hot Dog Surprise
- 3 Master Bones
- 3 Run, Fast!
- 3 Stake & Crossbow
- 3 The Old Madison Body Switch
- 3 Vampire Embrace

KillerDecks

Harry Potter

by Steve Frohnhofer

Seems Harry Potter should've heeded his arch-nemesis' advice about "making friends with the wrong sort." At least in the world of the *Harry Potter TCG*, Slytherin's the home of power. With the ability to strip an opponent's hand and nuke his resources in play, Draco Malfoy's got more clout than He-Who-Must-Not-Be-Named. Take that, Potter!

TOP CARDS

While he doesn't provide you a lesson like his housemaster, Professor Severus Snape, Draco Malfoy lets you use an action to pitch a card to selectively swipe any one card from your opponent's hand. Combine that power with two adventures—4 Privet Drive and Human Chess Game—that lock down your opponent and you'd might as well give Slytherin the House Cup.

The remainder of the deck, when not being pitched, works to eliminate threats that hit the table, with a touch of healing for good measure. It's all at Malfoy's disposal.

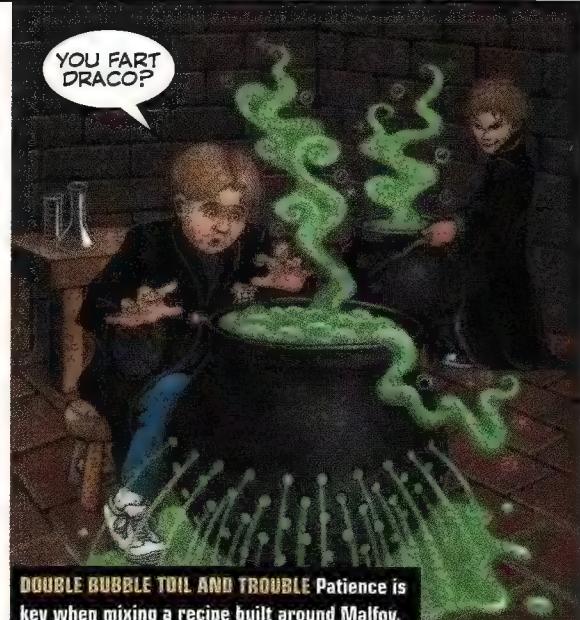
HOW IT WINS

Depending on what they're playing, it beats opponents with impeccable patience or ruthless control. Against creature decks, Malfoy's ability is secondary to building up lessons. With 14 ways to nail creatures, even Norbert shouldn't pose much threat. Be patient. Your spells will take out the creatures; wait till you've built up a ton of lessons before beginning the discard game. Plus, you've got four Hospital Wings to let you recycle your key cards.

Facing a creatureless offering? Against heavy healing and spell-based decks is where Malfoy really shines. If your foe's playing green, you'll want to use Draco's discard ability at least once a turn. Hospital Wing, Elixir Of Life, Even Pomfrey's Pick-Me-Up and

Boil Cure—if it heals, get rid of it. You can't stop Snape from firing off his ability, but you can minimize the extra damage you must do to your opponent in order to win. Remember, healing cards can't be recycled.

Against healing decks, use Malfoy's power even if it means chucking a direct-damage spell. Don't be disappointed to only find lessons in an opponent's



DOUBLE BUBBLE TOIL AND TROUBLE Patience is key when mixing a recipe built around Malfoy.

hand. Lesson destruction is a viable strategy in *Harry Potter*, and this deck can play it to perfection, especially since the best potions spells require a player to discard one or more lessons.

Ready for the kill? Slam an adventure onto the table. Human Chess Game's your clincher; save it till you've got control. Your other adventure, 4 Privet Drive, should be played immediately once a potions lesson lands across the table.

1 CARD

Malfoy. With him in play, every card's a selected discard from your opponent's hand. Without him, sealing the deal with your adventures would be nigh-impossible.

Associate Editor Steve "Snitch Master" Frohnhofer always wears a house cup to protect his bludgers from beaters.

"Malfoy's Misadventures"

STARTING WIZARD

Draco Malfoy

TRANSFIGURATION SPELLS

- 4 Cauldron To Sieve
- 4 Lost Notes

CHARMS SPELLS

- 3 Bluebell Flames
- 3 Incendio
- 4 Toe Biter
- 4 Vermillionous

LESSONS

- 14 Charms
- 4 Potions
- 8 Transfiguration

POTIONS SPELLS

- 4 Hospital Wing

ADVENTURES

- 4 4 Privet Drive
- 4 Human Chess Game



Killer Decks

Pokémon

by Danni R. Graham

While the cat's away, the mice will play." This saying rang true at this year's East Coast Super Trainer Showdown, although there weren't many Persians or Pikachu. With the absence of many broken cards like Professor Oak and Sneasel, it was the mighty riptiding Feraligatr Level 69 which powered past many Slowking, Steelix, Blaine's Arcanine and Typhlosion decks, making the finals in every age division. In short, this deck kicked some serious puss-in-booty.

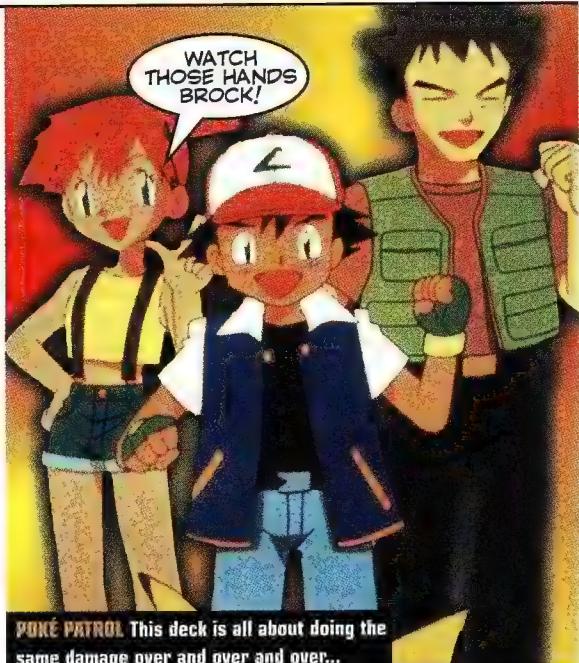
TOP CARDS

Feraligatr plays on a strategy of pure power. All you need is a Feraligatr in the active position with three Water Energy, and you can deal enough damage to destroy anything which stands in your way. To achieve this, you need to include card drawing engines such as Cleffa and Professor Elm. Finding those evolution cards takes some time, and it is unlikely that during these turns your opponent will be benignly waiting until you are ready to attack. In fact, he will most likely be doing everything possible to corrupt your strategy. But with cards like Double Gust and Brock's Mankey, you can get the jump on them. When you have a powered Feraligatr, send out Mankey to taunt a Slowking or a Steelix with no energy. Unless your opponent can pay that retreat cost, your Feraligatr can knock-out almost anything with riptide on your next turn.

HOW IT BEATS YOU

Feraligatr's pokémon power allows you to discard Water Energy cards from your hand before you attack. So you can riptide for huge amounts of damage and then shuffle the energy back into your deck. But that is only one knockout; to win, you need six. Now what?

You need to get that energy back in your discard pile. This is where cards such as Secret Mission and Misty's Wrath are effective, allowing you to discard Water Energy while keeping those valuable trainer cards in your hand. On the next turn, simply repeat these steps and—*voilà*—another knockout. After a few riptides, you end up with a discard pile full of trainers and a deck full of Water Energy. That means you can deal 10 damage every turn and



POKE PATROL This deck is all about doing the same damage over and over and over...

never deck yourself. This deck was meant for huge damage, so you need those trainers back. Trash Exchange is one of your most important cards, not only because it puts Water Energy in your discard pile, but also because it restores Misty's Wraths and Secret Missions to your deck. A few riptides later, you're on your way to winning the game.

#1 CARD

Focus Band. It gives you the chance to survive a riptide from another Feraligatr or a Firestorm from Blaine's Arcanine. The Focus Band flip can often be the deciding factor in games of Feraligatr versus Feraligatr.

When Danni Graham riptides, it's usually a result of the bean burritos he had for lunch.



"Turning the Tides"

POKÉMON

- 1 Brock's Mankey L10
- 3 Cleffa
- 4 Croconaw L41
- 3 Feraligatr L69
- 2 Magby
- 4 Totodile L20
- 2 Wooper

TRAINERS

- 4 Professor Elm

4 Misty's Wrath

- 3 Secret Mission
- 4 Trash Exchange
- 3 Focus Band
- 3 Double Gust
- 2 Nightly Garbage Run
- 2 The Rocket's Training Gym

ENERGY

- 16 Water Energy

DECK BUILDING

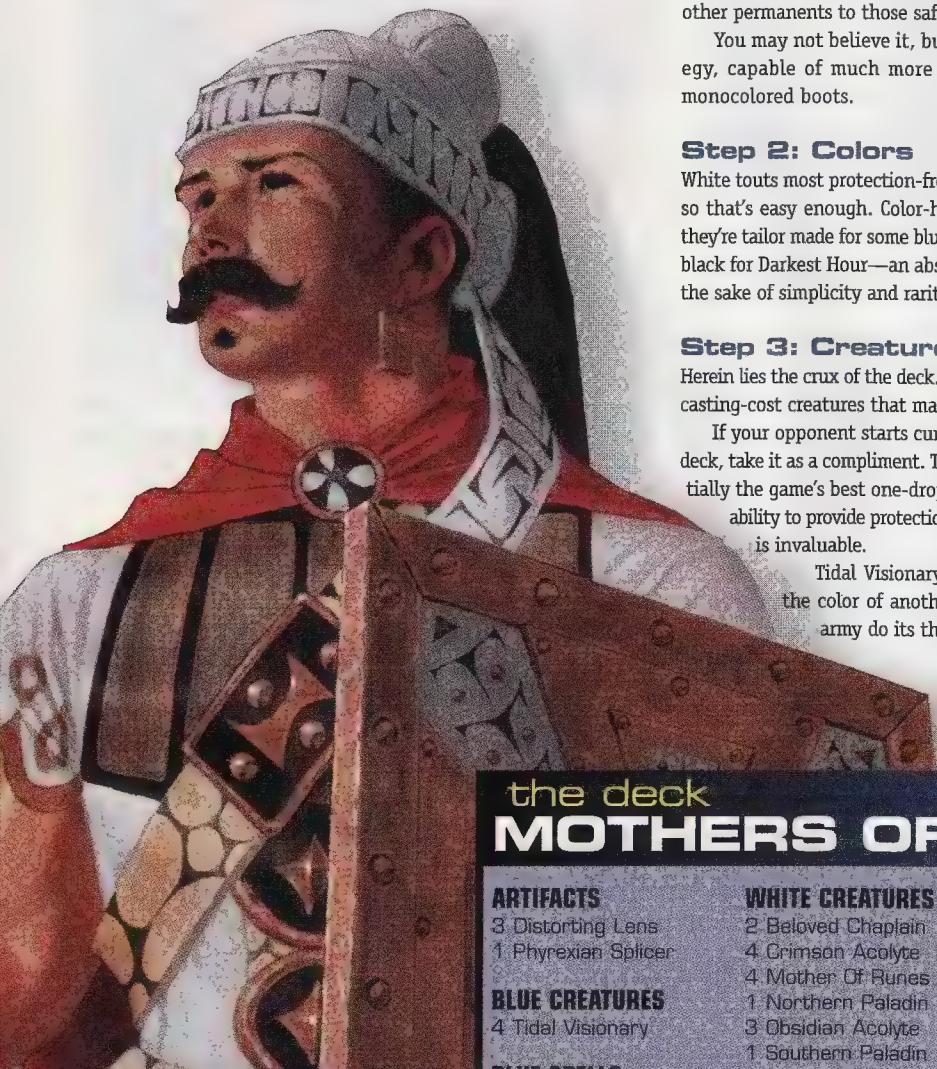
101

Color-Hosers

by Steve Frohnhoefner

A Verdant Force stomps across the table, only to be stopped in its tracks by a weenie that lives to tell the story. A measly 1/1 turns a 99/99 Serra Avatar into a wall, left to remain nearly useless at home. Morphlings fly headlong into 2/2s without claiming a victim.

How's it possible? The same way that you, with only a pile of cheap cards and a handful of inexpensive rares, can leave the Extended scene utterly hosed.



BLASTO-WHO? This killer deck shields you all comers, no matter their size.

Step 1: Theme

If you're gonna hang with Stasis, Sligh, Oath and the like, you've gotta be able to handle both size and speed. It's not an easy chore for most decks, especially ones that don't pack a buttload of pricey rares.

The solution's easy, though. Just go to your sideboard before the match begins. That's right. All you need is a little protection—as in creatures with protection from a color or two and the means to change other permanents to those safe colors.

You may not believe it, but color-hosing can be a viable strategy, capable of much more than merely stopping Sligh in its monocolored boots.

Step 2: Colors

White touts most protection from creatures that are worth anything, so that's easy enough. Color-hosing decks are all about control, so they're tailor made for some blue. An old version of this deck splashed black for Darkest Hour—an absolute killer if it hits the table. But for the sake of simplicity and rarity, leaving out black is not a problem.

Step 3: Creatures

Herein lies the crux of the deck. There's no shortage of top-notch, low-casting-cost creatures that make this puppy shine.

If your opponent starts cursing your mother when you play this deck, take it as a compliment. That's because Mother Of Runes, potentially the game's best one-drop, is your most valuable creature. Her ability to provide protection to any creature—including herself—is invaluable.

Tidal Visionary, the deck's blue one-drop, changes the color of another creature, helping the rest of your army do its thing.

Invasion's super-weenies, the Crimson and Obsidian Acolytes, grace the two-mana mark. Each has built-in protection that it is more than happy

the deck
MOTHERS OF RUIN

ARTIFACTS

- 3 Distorting Lens
- 1 Phyrexian Splicer

BLUE CREATURES

- 4 Tidal Visionary

BLUE SPELLS

- 4 Arcane Denial
- 2 Forbid

WHITE CREATURES

- 2 Beloved Chaplain
- 4 Crimson Acolyte
- 4 Mother Of Runes
- 1 Northern Paladin
- 3 Obsidian Acolyte
- 1 Southern Paladin
- 4 Voice Of All

WHITE SPELLS

- 3 Disenchant
- 2 Story Circle

LANDS

- 4 Coastal Tower
- 6 Island
- 12 Plains

HONOR ROLL

to share with the rest of your army, for the small cost of one white mana per creature. On the surface, they only help against black and red, but as you may have guessed, even Verdant Force will be changing colors once this deck gets going.

But, just in case you're facing Blastoderm or can't change a critter's hue, there's two copies of *Odyssey's* Beloved Chaplain. The Chaplain's a steal at two mana, since he has the unique "protection from creatures" ability. All you've gotta do is keep the cheese away, and the Chaplain will stand tall.

All that protection's nice on the ground, but the deck needs an air force. Enter four copies of Voice Of All, which make sure you always have the right protection at hand. Take that Morphling.

Lastly, the deck includes one each of Northern and Southern Paladin. These are here for elimination, and are naturals if you own them. But, alas, they are rare, and can be replaced if need be. Just go with an extra Obsidian Acolyte or a couple more Beloved Chaplains if this is the case.

Got more resources? You can't go wrong with *Exodus'* Paladin en-Vec.

Step 4: Spells

In a nutshell, there's three things that can throw this deck into disarray: damage-dealing artifacts like Masticore and Cursed Scroll, creatures with trample that can break through your wall of color-hosers with their trample damage and shadow creatures.

Three Disenchantments are maindecked to fend off nasty artifacts. The seldom-used Phyrexian Splicer exists to strip creatures of special abilities like shadow, trample, first-strike and flying for a turn—while providing the ability to one of your guys. More Splicers should be in your sideboard. A couple Story Circles provide even more insurance.

And, like any deck containing blue, this one's got a handful of countermagic. Since the deck doesn't carry much blue, this version goes with Arcane Denial—which requires just one blue mana and one other—over the standard Counterspell. Two Forbids round out the countering presence, giving you some recyclable control once your soft lock is set.

The final spell, Distorting Lens, is the deck's most valuable weapon. Remember that the Lens changes the color of any permanent, not just creatures. In concert with your Northern or Southern Paladin, the Lens lets you nuke a pesky enchantment, an annoying artifact or even a land if you really feel ruthless.

Step 5: Lands

Most of the deck's white, so goin' heavy on Plains is a given. Four Coastal Towers provide that extra versatility, and combined with six Islands provide the means to cast Forbid.

If you've got extra Adarkar Wastes or Tundras lying around, you're probably spoiled or have way too many good cards. Either way, go ahead and throw 'em in.

When playing, remember that you don't need much land on the table. Your most expensive spells cost four, and you only need a few white mana free to utilize your Paladins and let the Acolytes spread their love throughout your ranks.

There's no greater feeling than bucking the trend and flattening opponents with a unique deck. Just remember, when you win, hold up your Mother Of Runes, and say "Yeah baby, my mom is good!"

Steve Froehnhofer's mother... Oh, wait, we can't go there.

This truly is a deck without a single most valuable player. Each creature and spell provides powerful symmetry to guide you to victory. The key players:

MOTHER OF RUNES:

Don't disobey your mother! She lets you fend off fatties until you find your main color-changers and hosers. Don't forget she can block, then tap to give herself protection from the attacker's color.



TIDAL VISIONARY:

Blue's lone creature in the deck serves a mighty purpose, turning other creatures red or black to let you block them with impunity or allowing you to destroy them with your Northern and Southern Paladins.

DISTORTING LENS: At first glance, it seems just like Tidal Visionary. It's anything but. The Lens alters the color of any permanent, providing a means to nuke Cursed Scrolls, Masticores and even lands, if you ruthlessly choose to do so.

SOUTHERN PALADIN:

Look to the south, for there you will find the end of cheese. He and his Northern brother let you destroy any red or black permanent, respectively. Needless to say, they'll have a lot to clean up.

OBSIDIAN ACOLYTE: He can't stop Wrath Of God, but coupled with your color-changers, he can save your creatures from most any other destruction, letting your army scoff at Soul Burn and step in front of most any fat attacker.

VOICE OF ALL: Your game winner, hands-down. *Planeshift's* best flyer lets you choose its color of protection when it enters play, ensuring you'll never be stuck hosing the wrong color until you find a Lens or Tidal Visionary.

STORY CIRCLE: Creatures with trample pose a real problem to this deck, but the Circle provides some needed extra insurance. Here's a hint: If you're playing against a green deck, don't think twice before calling green with it.

THEME DECK

Chance Encounter

by the IQ Staff

What the luck? That was our first reaction when poring over the *Odyssey* spoiler months ago and coming across Chance Encounter. Granted, 'tis better to be lucky than good—how else do you explain the Giants and Falcons landing in recent Super Bowls?—but c'mon, winning the game with nothing but 10 luck counters, generated by coin flips, on a wacky enchantment? Suddenly, even Coalition Victory looked playable. The one-star rating that followed was a natural.

But then it dawned on us; it sounds like one fun-ass deck.

Game of Chance

Playing Chance Encounter is all about luck, but fortunately not the type that keeps 99 percent of the gaming population hopelessly single.

That's not to say there aren't hurdles here, especially in keeping the dang enchantment on the table. There's more bouncing mechanisms in Standard than at a Women's NBA game, so you'd better win your flips in a flash.

In many cases, your Encounter will be a fleeting one, with a timespan less than the average Blink 182 song.

And there's always that percentage thing. You know, that theory you slept through in math class that says only half of one's flips should end up heads.

Flipped Off

If it's gonna be your lucky day, you need creatures that make you flip coins. Lots of coins. Introducing the deck's most valuable player, drumroll please, *Fallen Empires*' Orcish Captain!

One mana equals one coin flip with the Captain. So what if it'll take nothing short of divine intervention to keep him alive? It's not like he's worth the cardboard he's printed on anyhow. Besides, you've got four copies to flip through.

Speaking of multiple flips, Squee's Revenge gives you the opportunity to truly test your luck. Screw the cards you can earn:

just name 10 and hope the sun'll shine on your dog's ass for once.

the deck LUCK OF THE ORCISH

BLUE CREATURES

4 Wall Of Tears

BLUE SPELLS

4 Counterspell
4 Fact Or Fiction
4 Foil

GOLD CREATURES

3 Frenetic Efreet

GOLD SPELLS

1 Squee's Revenge

RED CREATURES

2 Chaotic Goo
4 Mogg Assassin
4 Orcish Captain
1 Scoria Wurm

RED SPELLS

3 Chance Encounter
2 Earthquake

LANDS

12 Island
12 Mountain

LUCKY STRIKES With this deck, it's "heads you win, tails you lose."

ALTERNATE REALITY

Gambling was invented around the time cavemen began wagering on dinosaur rodeos. Since then, hucksters have come up with many innovative ways to sucker people out of their money using games of chance. Here are five of the most popular schemes and the odds of winning big after only one "play."



CRAPS This game was named before anyone considered marketing or brand management. That, or it used to be an entirely different game, perhaps one involving the throwing of animal dung. Odds for the dice version: 36 to 1.

POWERBALL: Also called the gullibility tax, Powerball is tailor-made for Americans, requiring zero effort. You just give some guy at a gas station \$1 and you get a slip of paper with six numbers. Match all six and you're chillin' on your patio with Bill Gates and Madonna. Odds: 76 million to 1.

RUSSIAN ROULETTE The multi-player game of random head wounds. We don't recommend it, but if you gotta play, remember: 1. Never go first. 2. If you're number six and everyone else is still alive, use the gun to shoot the guy guarding the door and haul ass. Odds: Usually 1 in 6.

THREE-CARD MONTE Three cards are put in front of you; all you gotta do is pick the one red card. Problem is, the dealer has palmed the red card he initially showed you and switched it with a black card. Odds: Theoretically 1 in 3. Reality: you have no chance.

SLOTS The best scam ever. People throw money into a machine because it says right on the machine that they can win more money. People actually fall for this. Odds: no one really knows.

Flip of Fortune

Don't fool yourself. Once your opponent's through laughing that you actually played Orcish Captain, he ain't going to wait around to see if your crap-full concoction actually works. You've got to deal with threats, while making sure to get at least one coin flip out of most anything that plops onto the table.

Enter the next dog of war: the mighty—that's mighty bad—Mogg Assassin. This loaf taps to let you flip a coin—that's the good part. If you win the flip, you destroy an opponent's creature of your choice. Lose, and it's curtains for one of your guys. Or is it?

Frenetic Fits

The deck's best creature, Frenetic Efreet, is a tourney-worthy force to be reckoned with. If the Efreet's about to buy the fecal farm, you get, guess what, a coin flip. Win it, and the Efreet phases out. Guess wrong and, well, he was taking the dirt nap anyhow.

Best of all, the Efreet's a 2/1 flyer. That, combined with the fact nobody wants to waste spells on him to begin with, means he can win you games the old-fashioned, deal-20-damage-to-your-opponent way. Not bad for a friggin' coin-flip card.

Gooey Goodness

You know what they say: When the goo hits the table, it's time to run. Or something like that. Innuendoes aside, however, Chaotic Goo creates a potential monster mess for your opponent. A 3/3 to start, the Goo either gets or loses a +1/+1 counter on your upkeep if you flip a coin.

If a little Goo ain't enough to get your opponent all sticky, Scoria Wurm oughta do the trick. A 7/7 for five mana's nothing to scoff at, even if it could bounce itself back to your hand each upkeep should you lose a coin flip.

Don't have the big Wurm or any Goo? Sounds like a personal problem. No, they're both rare and can be substituted out.

Tears of Joy

Okay, okay, you want a creature that will remain in play. How 'bout Wall Of Tears? Don't laugh, this ain't the average, sit-back-and-rot pile of wall. Quite the contrary—it bounces anything it blocks back to its owner's hand. Nothing short of a 4/4's gonna threaten this thing, especially in the early game when your foe's building up mana.

Panic not, friend. Walls aren't the only defense in the deck. We admit it, every deck needs its share of cheese, and this baby's packin' countermagic. Four Counterspells and four Foils force Chance Encounter into play and help keep it there. Two Earthquakes clear the board and buy time.

Making Book

Oh, if *Unglued* were tourney legal. No shortage of kick-ass coin flip cards in that set. Goblin Bookie, the 1/1 that allows you to reflip a coin or reroll a die, is all about this deck. So too is Flock Of Rabid Sheep, a potential windfall of coin flips and, with a little luck, a buttload of 2/2 sheep tokens to boot. That's enough wool to keep a cold draft and some opposing creatures away from your good-luck streak.

Lucky Strike

Ready to change your luck? Don't be shy. Step right up for an encounter neither you nor your opponent will soon forget. Experience a rush of fortune, all without the humiliation of rejection. Heck, we've done all the work for you, so get out there, make your daddy proud, and get lucky already dammit!

STUMPERS

ANSWERING MAGIC'S MOST CONFUSING QUESTIONS

STUMPER OF THE MONTH



DIVINE INTERVENTION Not even *Tattoo Ward* stops *Divine Sacrament* from spreadin' its love.

Q: I attack with my Wild Mongrel and activate its ability to give it +1/+1 and make it black. My opponent controls a *Circle Of Protection: Green* and wants to respond by using it on my Mongrel. Is this legal?

A: Your opponent is allowed to activate the *Circle Of Protection* and choose the Mongrel. However, since the Mongrel isn't green when it deals damage, the prevention shield won't work and the Mongrel deals its damage anyway.

Q: I control a white creature enchanted by *Tattoo Ward*. Will my creature be able to benefit from *Divine Sacrament*?

A: Yes. Protection from enchantments doesn't prevent non-targeted effects such as the bonus produced by *Divine Sacrament*.

Q: My opponent controls a 3/3 creature and an *Aegis Of Honor*. If I play *Blazing Salvo* on the creature, can my opponent redirect the five damage to me instead?

A: Yes. Your opponent is allowed to choose the self-damaging option for *Blazing Salvo*, even in combination with prevention or redirection effects.

Q: I cast *Master Apothecary*. Once it comes into play, can I immediately tap

it to prevent two damage, or do I need to wait until my next turn?

A: You can use it immediately. Because the *Apothecary* ability doesn't use the tap symbol, you're allowed to use it even if the *Apothecary* hasn't been under your control since the start of your most recent turn. And if you play more Clerics, you'll also be able to tap them using the *Apothecary* starting the turn they come into play.

Q: My opponent wants to play a land. Can I respond by using *Pardic Miner* to prevent the land from being played?

A: No. You can't respond to a land being played, and even if you could, sacrificing the *Miner* wouldn't prevent the land from coming into play. The best times to sacrifice the *Miner* are during your opponent's upkeep, during combat or in response to a spell that would kill it.

Q: How does *Earnest Fellowship* interact with artifact creatures and animated lands?

A: Most artifact creatures and animated lands don't have a color, so the *Earnest Fellowship* doesn't give them any protection abilities.

Q: Once I'm at threshold, is my *Wayward Angel* black and white or just black?

A: The *threshold* ability overrides the nor-

BY COLLIN JACKSON

mal color of the Angel, making it completely black.

Q: My opponent casts Liquid Fire on my 2/2 creature. Can I save the creature using Healing Salve?

A: Not really. The damage for Liquid Fire is divided up on resolution, so your opponent doesn't have to decide how much to assign to the 2/2 creature until after you've played your Healing Salve. At that point your opponent will probably assign all five damage to the 2/2 creature, causing it to die anyway.

Q: I'm at 1 life, and my opponent is at 2 life. Can I draw the game using Screams Of The Damned?

A: No. The damage from Screams Of The Damned is dealt one point at a time. If you activate the Screams twice in a row, you'll be at zero life after the first activation resolves. At that point, you'll lose immediately and the game ends before the second activation gets a chance to kill off your opponent.

Q: My opponent plays a flashback spell from the graveyard, but I counter it using Counterspell. What happens?

A: The flashback spell is removed from the game.

Q: My opponent uses flashback to play Roar Of The Wurm from the graveyard. Can I counter the spell with Prohibit?

A: No. Prohibit looks at the converted mana cost of the spell, which means that it looks in the upper right hand corner of the card and adds up the mana symbols. Additional or alternate costs, such as flashback, aren't included in this calculation. Even though your opponent paid only four mana for the

Roar Of The Wurm, Prohibit can't counter it because it has a converted mana cost of seven.

Q: Can flashback costs be affected by cost reducers, such as Nightscape Familiar or Sapphire Medallion?

A: Yes. Flashback costs replace the normal cost of the spell, but cost reducers are allowed to affect this modified cost.

Q: I control Karmic Justice and my opponent plays Tremble. Can I destroy one of my opponent's permanents?

A: No. Tremble doesn't destroy lands; it forces players to sacrifice them. The terms "sacrifice" and "destroy" aren't the same. Since your land wasn't destroyed, the Karmic Justice doesn't trigger.

Q: What happens if I play Aura Graft on my opponent's Bloodfire Infusion?

A: The two abilities of Aura Graft were supposed to be in the opposite order, and the card has received errata to fix the problem. Under the old text, first you would attempt to move the Infusion and fail because it can't enchant any of your creatures. Then you would gain control of the Infusion, which would promptly be sent to the graveyard because it's not enchanting a permanent you control. With the corrected text, the card works much more sensibly. First you gain control of the Bloodfire Infusion, and then you are allowed to move it onto one of your creatures.

The IQ Gamer staff has begged Collin Jackson to issue errata on Patrol Hound's flavor text. The words "wuv muffin" should not appear on any Magic card. Ever.

what the???

IMAGIC PLAYS THAT CAN'T POSSIBLY EXIST, BUT DO!



You lose life. If you gain life later in the game instead draw one card from your library for each life. For each point of damage you suffer, you must destroy one of your cards in play. Creatures destroyed in this way cannot be regenerated. You lose if this enchantment is destroyed or if you suffer a point of damage without sending a card to the graveyard.

Illustration by Diane G. Johnson

You've got a Lich in play and plenty of mana, but your hand is empty and your opponent is beating you down with creatures. You take a deep breath, knock the top of your deck, and draw... another Lich. Not exactly a clutch pull, huh? Actually, the second Lich is far from redundant in this situation. Once the first Lich was in play, every damage that you took caused you to lose both a permanent and a life—forcing your life total deeply into the negative.

When the second Lich hits the table it attempts to reset your life to zero, but because zero is actually greater than your current life total, this translates into gaining life. Both Liches want to replace this life-gain and one of them will succeed in turning each of those "irrelevant" life points—the cards you've lost since playing the first Lich—into cards in your hand. But be careful: now you'll sacrifice twice as many permanents when you take damage.

Have a gaming question? Email us at Letters@iqmag.com and we'll bring you back and we'll add your name to our mailing list. Letters@iqmag.com

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plugged in

Blizzard of "Ahs" by Steve Frohnhofer

WORLD OF WARCRAFT MMO ANNOUNCED

As if waiting for *Warcraft III: Reign of Chaos* wasn't torture enough.

Now, fans of Blizzard's orcs-vs.-humans RPG battle sensation have a full-scale, kick-ass massively multiplayer title over which to drool over in anticipation. *World of Warcraft*'s the name, and Blizzard announced the future release at September's European Computer Trade Show in London.

No date's set for the game's release. After all, even *Warcraft III*'s release date is somewhat up in the air, and *World of Warcraft* is set four years after *Warcraft III*, in an era where tension has settled over the ravaged world of Azeroth.

The game dawns with the land's races—which include a new, bull-like species—rebuilding their shattered domains as a

new plague dawns.

A preview movie for the game shows off a brand-new 3-D engine that produces extraordinarily lush terrain, bulky, highly detailed characters wielding oversized battle axes, swords and shields and an option between first- and third-person viewing perspective.

Fight sequences are every bit as complex and eye-popping as one would expect from the makers of *Starcraft* and *Diablo II*. Yet, as with *Diablo*, Blizzard's promising an easy-to-use interface that makes battle and other game interaction refreshingly simple.

Some other nifty items from the *World of Warcraft* grapevine:

THE TAUREN Those wanting a new look will dig the Tauren. As the name suggests, these are huge bull-like creatures—a mighty race of nomadic tribesmen who frequent grassy plains. They're generally peace-loving hunters, threatened only by marauding centaur herds.

More races will no doubt appear, with *Warcraft III*'s night elves and undead possibly among them.

Classes available to players haven't been announced. Blizzard is saying, though, that typical classes from the *Warcraft* series will be available, as will some new ones, custom-made for the MMO.

PLAYER-VS.-PLAYER COMBAT It's the boon or bane of any MMO, depending on your point of view. It's also one of the only game elements Blizzard's talking about. Said Public Relations Coordinator Beau Yarbrough: "We are designing *World of Warcraft* to have



PVP in it as a standard part of the game. However, we're setting it up in such a way that those who don't wish to play PVP won't have it forced upon them."

LEVEL-UPS Blizzard plans to incorporate both skill- and level-based advancement into *World of Warcraft*. This means players will gain levels and abilities based on their class throughout the game. That's not all, though. According to Blizzard: "Players will also be able to acquire additional skills through other gameplay methods such as seeking mentors or by completing quests."

SPELLS Many spells familiar from *Warcraft II*, and presumably those added in *Warcraft III*, will be accessible. New badass magic also can be expected.

DEATH "When a player dies in *World of Warcraft*, they will reappear with all their equipment at special locations throughout the world. Players will suffer some penalty from death, but not enough to ruin their gameplay experience," Blizzard said.

OTHER TIDBITS Although Blizzard wouldn't confirm more about the game, rumors run rampant about several other goodies. They include spells that require multiple casters to use and non-combat abilities of each class that are shared by all members of a group. In other words, if your spellcaster is traveling with a paladin, you would gain access to some specific paladin ability.

WARCRAFT III

Need a refresher course on the upcoming *Warcraft III: Reign of Chaos*, to whet your palate as you wait? Here's the quick-and-dirty on that title.

- Two new races: night elves and the Scourge. The night elves are a nocturnal clan of immortal magicians. Rumor has it they've refused to use their magical prowess since their homeland was ravaged, but you never know. Still, they remain just. The undead Scourge, on the other hand, know no bounds. Their disembodied corpses and spirits are ruled by the Lich King, who desires nothing more than to unearth plague and mind-control on all of Azeroth's beings.

- Heroes will be added to the game. These are super-powerful battle units that utilize unique skills and spells, and employ auras that affect nearby troops when they head into battle.

- A campaign editor will exist, to let players create their own 3-D maps and missions. Easy-to-use scripts for units, spells and event triggers will have you running your own world of *Warcraft* in no time.

- Expanded multiplayer action offers cooperative play and questing for players as they prepare for the big MMO.



THE BETA QUADRANT

PREVIEWING: Fighting Legends Online



BASE ASSAULT

Are you ready to try something truly different?

As countless other companies try to duplicate *EverQuest*, Maximum Charisma's *Fighting Legends Online* comes as a refreshingly different mix of role-playing and real-time strategy in a distinctly off-beat world that features

strange character design, a colorful 3-D world, and in-depth strategic roleplaying action.

EXILE IN EXISLE

Set in the mystical world of Exisle, *Fighting Legends* places you in an alien landscape where the final remnants of an ancient civilization battle it out for supremacy. Exisle is home to myriad creatures you've never seen before.

Sure, clans include familiar elves, wee people, humans and dragons, but then there's the undead Bones, bio-mechanical BioMechas, the BearKats, the monklike Rin and fire demons: the Pyron Clan. Sure beats the hell out of playing a ranger for the umpteenth time.

Each clan has classes made up of five basic unit types: Melee, missile, MPOW (spell casting), technique, and movement. Technique centers around both fighting and healing skills, while movement enables a unit to be proficient in scouting and reconnaissance.

You start out with your immortal avatar, but as you progress, you'll be able to create a base and trade and recruit new units. You can have up to 16 units in a tribe, and as your individual tribe members survive battles, you can give them immortal hero status. This makes the unit able to lead its own units, thus letting your tribe increase in number.

FREAKY FOREST

BASE BUILDING AND MAKING FRIENDS

Like most real-time strategy games, the base plays an important role. You need to create specific types of huts to create certain units. However, to create huts, you need resources, which are earned in combat. When you kill another creature, it drops a chest, usually containing magical gems and other types of valuable supplies. Get enough gems and you can afford bigger bases. New skills and abilities are bought in *Fighting Legends*, so the more you fight, the more you earn.

As you move through the planes of Exisle, you'll be asked to complete quests. Alliances can help your own clan thrive and survive not only against other players, but some very imposing AI-controlled monsters.

A FIGHTING CHANCE

With its original look and theme, along with deep and complex gameplay, *Fighting Legends* is definitely worth a look for any online gamer looking for something new. It's quirky, involving and remarkably clean—even the beta proved stable and crash-free. ■ Jason D'Aprile

Pool Party

D&D: THIRD EDITION ALIVE ON PC

It's time for another dip in the pool, RPGers. So c'mon in; the water's fine.

Thanks to UbiSoft, the Forgotten Realms of PC roleplaying have resurfaced in *Pool of Radiance: Ruins of Myth Drannor*, and *Third Edition: Dungeons & Dragons* rules await those who dare attempt to stem the evil magic leaking forth from the depths.

There are some surprises in store this time around, most notably the lack of dice rolling when generating character stats and the fact that you can't choose skills for some reason.

Instead, all abilities start at 8, and you have 25 points to divvy up between them. Adding to the challenge of creating a well-rounded character is the fact that higher scores cost more points. For example, a move from a score of 14 to 15 costs two points instead of one.

The reasoning behind this rather stringent system is to prevent players from making a group of super characters. Instead, the goal is to force you to create a party of up to four balanced adventurers. Although diehard RPG fans might be disappointed at certain class omissions—such as the wizard—most players will find the choices to be more than ample. At your disposal are the barbarian, cleric, fighter, monk, paladin, ranger, rogue and sorcerer.

Once your party is ready to go, the game moves to a familiar overhead isometric view, similar to that of *Baldur's Gate*. The biggest difference between *Pool of Radiance* and its D&D-based competition is the use of turn-based combat. After initiative is determined, each combatant has a limited amount of time to decide his move for that turn. This system ensures that players can get the tactical aspects of turn-based play, without letting combat become tediously bogged down.

Rounding out the game is the option to take on the adventure over a LAN or the Internet with up to five other players. Although the main world map remains the same in multiplayer mode, dungeons are created randomly each time a new game is started. Monsters and treasures also are randomly chosen and placed in these multiplayer dungeons, so you never know what your party might come up against.

All in all, *Ruins of Myth Drannor* is a hack-and-slasher, but still an RPG. It also catches the spirit of the *Gold Box* set remarkably well. RPG fans in the know who give the game a chance and don't have bug problems—some people have experienced difficulty, but the game ran fine for me—are finding it to be a very nicely done RPG, with a far more tactical quality than the *Baldur's Gate*

CHARACTER CREATION



series. It's certainly not as good on the whole as BioWare's games, but still a decent title. So go ahead and jump in. We'll save a dinghy for ya.

■ Jason D'Aprile

Wingardium Leviosa!

HARRY POTTER TO MYSTIFY CONSOLE WORLD

Can a video game capture the magic of arguably the world's hottest licensed property?

Console owners will find out this holiday season, when Electronic Arts brings Hogwarts alive on the GameBoy, GameBoy Advance and PlayStation systems. It's *Harry Potter and the Sorcerers' Stone* and it's the first in what EA hopes will be a long series of Potter-based e-titles.

The initial titles are geared for an eight to 12-year-old audience, but then again so are the books, and that hasn't stopped you, me and everyone's mother from picking them up. More advanced versions for the Xbox, GameCube and PlayStation2 are slated for 2002, EA has said.

Unfortunately for computer gaming fans, a planned title for the PC recently was scrapped by EA, at least for the time being. Hopefully, plans for that game, and a future massively multiplayer Harry Potter title—hinted at during May's Electronic Entertainment Expo—will get back on the Hogwarts Express.

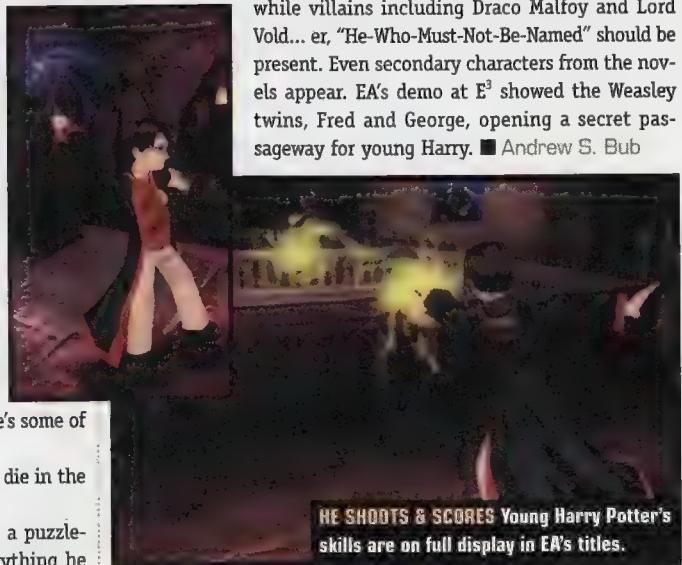
Much of what the games will entail is secret. But here's some of what our delivery owls brought home.

- Per author J.K. Rowling's insistence, Harry will not die in the games. So don't expect a *Tomb Raider*-style shooter.
- Similarly, Harry won't be killing anything. This is a puzzle-based game, where Harry will need to conjure up everything he

learns in his myriad lessons at Hogwarts—even dungbombs and the like.

- The games will remain true to the novels. You'll visit Diagon Alley to buy books and supplies, learn how to fly your broom and take to the Quidditch pitch and unravel the mysteries entailed in the first novel.

- A third-person view is planned for the game, in which Harry will encounter plenty of familiar faces. Hermione, Hedwig, Ron, Dumbledore and Hagrid will help the neophyte wizard on his way, while villains including Draco Malfoy and Lord Voldemort... er, "He-Who-Must-Not-Be-Named" should be present. Even secondary characters from the novels appear. EA's demo at E3 showed the Weasley twins, Fred and George, opening a secret passageway for young Harry. ■ Andrew S. Bub



HE SHOOTS & SCORES Young Harry Potter's skills are on full display in EA's titles.

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On-the-line Gaming

CELL PHONES BECOMING GAMING MACHINES

Ine gaming fad from Japan requires you to have a deck, a friend and an affinity for cute pseudo-animals that like to fight. The next big craze in the Land of the Rising Sun requires just one thing: a web-enabled cell phone.

That's right. Prepare for America's newest console. Los Angeles-based JAMDAT Mobile is sure its lineup of cell-phone games will eventually be popular here. More than 10 million minutes have been logged playing their games, which cover a wide range of genres.

Gladiator II is JAMDAT's most popular game, where players dial into a server, "roll up" a warrior, pick a weapon type and go to the arena to fight other would-be heroes. While the combat system is simple and the graphics are nothing—you're on a cell phone, after all—warriors advance in level, increase skills and are saved from game to game.

JAMDAT's *Golf* allows mobile duffers to compete for the lowest score against other players from around the country. With three courses of varying difficulty, five play modes, realistic shot physics and a robust club selection, the title does a good job of bringing golf competition to the mobile phone. Another popular sports game is *Home Run Derby*, where customized batters compete to see who can hit the most home runs in a row. The best part about these games is the cost—no charge at all beyond regular cell phone prices. All you do is log onto (www.jamdat.com) from a web-enabled mobile phone and play whenever you want. You can even download a free emulator to play on your computer.

■ Rick Moscatello



E-GAMING TIDBITS MADE TO ORDER

GAMECUBE: Nintendo pushed the GameCube's release back to Nov. 18, to ensure enough systems and games would be in stock for the holidays.

XBOX: Meanwhile, Microsoft's Xbox now isn't due out till Nov. 15—a one-week delay.

EVERQUEST: You no longer need a credit card to pay for *EverQuest*. Sony's now selling in computer stores cards for prepaid game time.

PHANTASY STAR ONLINE: Sega will release old Dreamcast faves *Sonic Adventure 2* and *Phantasy Star Online* for the GameCube.

FINAL FANTASY X: It's coming! It's coming! *Final Fantasy X* will wash ashore in the U.S. in January. It's for the PlayStation 2.

ELEMENTAL SAGA: Nexon's *Elemental Saga* now has two servers to accommodate different roleplaying styles. Player-vs.-player combat is allowed on the "Lucifer" server and forbidden on the "Michael" server.

FANTASTIC FOUR: Activision has acquired the PC and console rights to Marvel Comics' *Fantastic Four* and *Iron Man*.

MIDGARD: Funcom, the guys who bring us *Anarchy Online*, plan an MMO based on Norse mythology. The game's called *Midgard*. No release date has been set.

SAY IT ISN'T SO: In case you care, and we hope you don't: THQ will release a Britney Spears video game.

IN MEMORIUM: Plenty of video games have been delayed and/or altered due to the tragedies of Sept. 11. Microsoft's *Flight Simulator* for the PC and PlayStation 2 games including *Spider-Man 2: Enter Electro* and *Metal Gear Solid 2: Sons of Liberty* are among those that had featured the World Trade Center.



TOP 5...

...ART OF MAGIC CHARACTERS

The "Magic & Mayhem" series is about to return. Are you ready?

Best of all, Bethesda Softworks' *Magic & Mayhem: The Art of Magic*, takes its combat system largely from *Magic: The Gathering*, earning the PC title the endorsement of Wizards of the Coast.

Sure, there's no Serra to drool over and Juzam to beat the pulp out of enemies with, but plenty of totally kickass characters are at your disposal—even some sweet elven chicks! Here's a sneak peek of some of the most powerful monsters, both good and evil, that you can summon, control and try to take down if you dare.



NECROMAGUS

Ruler of the lands of Chaos and one badass dude, he summons forth undead forces and other sinister magic to obliterate all that is good and neutral.



VEX

For some reason, she's been outcast from the ranks of elves. Sign us up as this babe's ally! Her ranged attacks are powerful, and her legendary bow and other "equipment," enchanting.



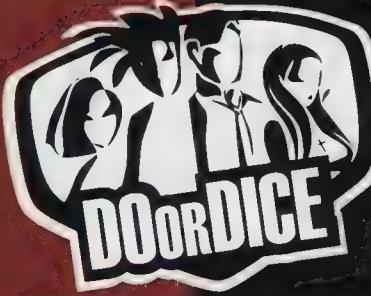
ORGON

A most unlikely ally, this ain't no stoopid troll. His spiked mace is rumored to summon lightning on foes it hits. He also shares his iron skin with allies, making them nigh-invulnerable.



VAMPIRE LORD

Beware, adventures, for looks are indeed deceiving. This chaos lord's no doofus; he'll rip the life out of your ranks, then recruit the dead to his side to finish you off.



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MAJESTIC BRINGS DETECTIVE WORK TO LIFE

The lines are blurring.

The AOL Instant Messenger was flooded with chat notes the other morning, coming from a mix of others like me and strange shady characters that appear to have been ripped straight out of "The X-Files" and left to flounder on the Internet. News article links that can't be real merge with links on Amazon.com and other real sites, all in a quest for knowledge.

And there's the phone. They call me, and sometimes in order to find out more, I've had to call them. I'm not too happy about that.

The world spun by Electronic Arts' *Majestic*—the mystery-solving reality Internet game, if you will—is easily one of the most distinctive and creative ever seen in the realm of interactive entertainment.

In a nutshell, the game's first episode tasked me and thousands of others to delve into a less-than-accidental explosion at a game developer's studio, an event that resulted in the death of one of the studio's founders.

Yes, it's a game, and you know it's only a game, but there are times when it's hard to tell the difference between the game's reality and your own. Links from the game travel to real sites, and everything is steeped in a sense of urgency and conspiracy.

Phone Home

Majestic's most intriguing and confusing facet is the way it smoothly juxtaposes the reality of playing a game with the fiction of playing one. In *Majestic*, you simply play yourself playing the game; that's both the hook and the game. I signed up, downloaded the small interface program and sat through the usual introductory spiel. And then it began...

The phone rang. On the line was a moody and urgent sounding man telling me that *Majestic* is more than a game, that lives are at stake, and somehow, I am the only hope.

You're Not Alone

You don't need to interact with the other players, but they are there to chat with and help each other along. Your AOL Instant Messenger will offer up a mix of real players and *Majestic* characters who contact you now and then with plot-device notes.

There's also the option to receive faxes, although I didn't partake in that option, instead receiving notices online. You also don't have to be called at work or at home, if you so prefer. All calls related to the game are prefaced with a recording saying it is part of the game.

Follow My Lead

Majestic's tiny interface always is accessible, but it sits quietly in your task bar until activated. One click opens up a world of mystery, intrigue, murder, and enough Internet-based research to make gamers think they really are trying to solve a case. The links and news reports thrown at you by the game usually contain vague clues.



One clue leads you to another. For instance, you read a news article about a scientist working on a secret mind-control project. Then you search for the name of the project and the scientist, and you find a slew of top-secret looking military and paranoia-induced conspiracy theorist sites to read through. And it just gets better—and more complex—from there.

Majestic's website is the hub of all this amateur detective work, and the homepage will instantly let you know if there are news articles you should see or new links to pursue.

Aside from just browsing various websites, which range from fictitious personal homepages to pseudo-government sites, you'll receive video and audio clips of conversations—like one of the deceased saying he's being followed and is afraid to leave the building—"televised" news stories, and other plot movers.

Take the Case

Be warned: *Majestic* is a needy game. If you let things go for too long, it becomes nearly

impossible to stay hot on the trail or pick up where you left off. Nonetheless, *Majestic* takes classic adventure gaming and kicks it up a notch. If you're willing to accept some odd phone calls and the like, it's certainly one case you want to jump into. ■ Jason D'Aprile

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BATTLE LORD

MEET ONLINE'S DEADLIEST PLAYERS

NAME: Jon Zieten
GAME: *Diablo II*
CHARACTER: Aerfelle
CLASS: Sorceress
RACE/TYPE: Human Female
LEVEL: 95



Diablo II players are addicts; getting to level 99 is the ultimate goal. Here's some help in getting started in gaming's ultimate fragfest.

What advice do you have for all the newbies out there?

"Don't spend all your credits as soon as you get them. Save them up for your bigger, stronger spells. As far as armor goes, you don't want big, heavy armor as a sorceress, you want something that's easy to wear that will add to your mana or your resistances. The best weapon/armor set for a sorceress to have is Tal Rasha's Wrappings. Nothing better in my opinion."

How 'bout items?

"Every sorc has gotta have at least one Stone Of Jordan and any staff or orb that adds a +2 to skills. A popular item is a rune staff called 'Memory.'

BADASS BABE Zieten's level

95 sorceress kicks some tail.

Ah, who are we kidding? Spells are what make a sorceress. What do you fire off?

"My favorite spell would have to be Fire Wall. Nothing is better than casting a single spell that creates a wall of fire that spans the entire screen and watching creatures die almost instantly! Fire Wall destroys most of my opponents in one casting. If there happens to be a few left over, a shot or two of Chain Lightning makes quick work of them, with Thunder Storm picking off anything that happens to survive."

SITESEEING

THU NOV 1 1611 Shakespeare's "The Tempest" premiered. Relive <i>Magic's Tempest</i> expansion at www.wizards.com/Magic/expert/Tempest/Tempest.asp	FRI 2 "The One," starring Jet Li, premieres. Find out more at www.netasia.net/users/sgc_wdi/Index.htm .	SAT 3 1959 Dolph Lundgren ("The Punisher") born. Check out the Punisher's war journal at jump.to/punisherwarpage .	SUN 4 1862 Richard Gatling patented the gatling gun. Use it in <i>Quake II</i> & <i>III</i> . Don't own 'em yet? Download the demos at www.planetquake.com .
MON 5 1935 Parker Brothers launched <i>Monopoly</i> . Try super-powered alternate <i>Monopoly</i> rules at www.cs.jhu.edu/~weiss/powers-monop.html .	TUE 6 1914 Jonathan Harris ("Lost in Space") born. Help Dr. Smith insult the robot at members.ozemail.com.au/~artyzac/index.html .	WED 7 1932 First broadcast of "Buck Rogers" on CBS radio. Read all about it at www.buck-rogers.com .	THU 8 1895 X-rays discovered. Could "X: The Man With the X-Ray Eyes" be the next Tim Burton film? www.corona.bc.ca/films/details/x-rayeyes.html
FRI 9 1983 Amsterdam brewer Freddie Heineken kidnapped. That reminds us of the greatest beverage of 'em all. www.mountaindew.com	SAT 10 1969 "Sesame Street" premiered on PBS-TV. Investigate a muppet criminal mastermind at www.portalofevil.com/bertisevil/	SUN 11 1923 Eternal flame lit for Tomb of Unknown Soldier. Follow the comic book character, The Unknown Soldier, at www.geocities.com/the_time_trust_2000/dcwar/unknown.htm .	MON 12 1910 First movie stunt filmed, as a man jumps from a burning balloon into the Hudson River. Watch the ultimate stuntman at www.jackiechan.com/multimedia/videos .
TUE 13 Metal Gear Solid II due out for PlayStation 2. Need a refresher of the first <i>Metal Gear Solid</i> ? gamespot.com	WED 14 1910 The first airplane flight from the deck of a ship. See the evolution of American air and sea power at www.intrepidmuseum.com .	THU 15 1932 Walt Disney Art School founded. Enroll at Disney University today. disney.go.com/disneycareers	FRI 16 Harry Potter makes his big-screen debut. Master the CCG, then head to the theater. www.wizards.com/harrypotter

BioWare sues publisher

NEVERWINTER NIGHTS NOT Affected

Despite a lawsuit against the game's intended publisher, BioWare still plans to release *Neverwinter Nights* this winter.

"Neverwinter Nights is shaping up nicely, and *Star Wars: Knights of the Old Republic*—a joint project with LucasArts—is also progressing according to plan," BioWare Communications Manager Brad Grier said. "As for *NwN*'s ship date: it's unchanged. We're working toward winter."

The potential turmoil surrounding *Neverwinter*, BioWare's *Dungeons & Dragons*-based massively multiplayer online game, comes after the Canadian company sued its publisher, Interplay Entertainment Corp., for two alleged

breaches of contract.

The move is relevant to gamers because Interplay, which published BioWare's wildly popular *Baldur's Gate* titles, was slated to publish *Neverwinter Nights*.

It's unclear whether the companies still will work together now. Grier said he couldn't comment further, citing legal restrictions.

■ Steve Frohnhofer

RETROREWIND

DUSTING OFF A VIDEO GAME CLASSIC

JOUST

This one doesn't lay an egg.

In some kind of futuristic 3-D arena, equipped with floating platforms and a scorching lava pit, you take to the skies in the joust of your life with, uh, um, a flying ostrich.



JOUST

A flapping ostrich might not sound fearsome, but few earlier video games beat *Joust*'s thrills and spills through the air. Swoop down and collect eggs for points while playing chicken with incoming enemy lancers. Like a mad cannonball diver splashing into a pool, the ultimate thrill came from dropping out of the sky and squatting on your opponent's head for the kill.

Give yourself an hour, and you'll find it's hard to quit this game cold turkey. ■ Mike Searle

SITESEEING

SAT

17

The new *Justice League* cartoon premieres on Cartoon Network. Can't wait? Get a sneak peek at www.toonzone.net.

SUN

18

1962 Kirk Hammett of Metallica born. What's the band up to these days? www.metallica.com

MON

19

1928 First issue of *Time* went on sale. Take a tour through the 20th century. www.time.com

TUE

20

1945 The Nuremberg War Crime Trials began. Defeat the Nazis by downloading the *Return to Castle Wolfenstein* beta. www.activision.com

WED

21

1871 The first human cannonball, Emilio Onra, is shot out of a circus cannon. Find out how they do it at www.straightdope.com/classics/a4_069.html.

THU

22

1921 Rodney Dangerfield born. Get some respect while reliving "Caddyshack." www.bushwood.net/shack/shackcentral.htm

FRI

23

1887 Classic horror star Boris Karloff born. Discover his life and film history at www.psychotronic.com/archive/boris.htm.

SAT

24

1847 *Dracula* author Bram Stoker born. Preview the new *Vampire: The Masquerade* comic book at www.white-wolf.com.

SUN

25

1973 The maximum speed limit in the U.S. reduced to 55 m.p.h. Thank God that's changed. Download the *Need for Speed* demo at www.needforspeed.com.

MON

26

1919 Sci-fi author Frederik Pohl (*Man Plus*) born. Read an interview at www.locusmag.com/2000/Issues/10/Pohl.html.

TUE

27

1940 Bruce Lee born. Watch some of the most fantastic real-life martial arts moves ever captured on film at www.bilang.com.

WED

28

1997 Final episode of "Beavis & Butt-Head" aired on MTV. Don't fret, the bungholes' legacy is enshrined. www.geocities.com/Hollywood9362/beavis.html

THU

29

1897 The first motorcycle race took place in England. Download the *Moto Racer 2* demo at www.stencil.com/motoracer2.htm and head for the finish line yourself!

FRI

30

1955 Kevin Conroy ("Batman: The Animated Series") born. Experience the sites and sounds of Gotham City at www.gothamcityusa.com.



CardSTOCK

Odyssey-ing Is Believing

by Jeremy Smith

So long, rebels. See ya, Blastoderm. You've been replaced. The yearly rotation of Standard tournament-legal sets has arrived, and swept away *Mercadian Masques*, *Nemesis* and *Prophecy*. *Odyssey* is in, with new mechanics that give *Invasion Block* and *Seventh Edition* cards new ways to interact with the *Magic* universe. And now that *Odyssey*'s been out a month, players are getting a better idea of what's hot and what's not.

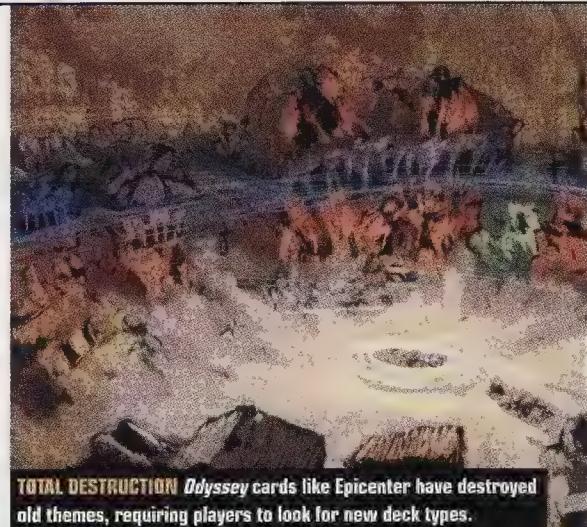
CONTROLLING INTEREST

Following in the footsteps of hot *Invasion Block* decks like Domain and Go-Mar, players are snapping up other core cards for control decks. Card advantage machine Shadowmage Infiltrator (\$12, median), Jon Finkel's addition to the awesome line of *Magic* Invitational cards, is the hottest card on the market. With a supporting cast of cards like Duress, Recoil, Thieving Magpie and Undermine (\$13), the Infiltrator will be a huge force in the new Standard.

Traumatize (\$9) is a great addition to Millstone-like (\$4) strategies, and Iridescent Angel (\$8) is the closest thing we've seen to Morphling (\$13) since, well, Morphling. Divert (\$7), Extract (\$6) and Aegis Of Honor (\$4) also add new ways to hold down the fort for control decks, especially against uncounterable spells like Urza's Rage (\$16).

But it's not all about control in the new set. Tons of cards for beatdown decks are proving popular, too. The monstrous Krosh Beast (\$5), Savage Firecat (\$4) and the incredibly efficient Call Of The Herd (\$5) are already finding their places in neo-Fires and other high-powered decks as replacements for Blastoderm and Saproling Burst (\$5). They've got backup, too, with the board-clearing Epicenter (\$7) and handy anti-control sideboard cards Spellbane Centaur (\$3) and Molten Influence (\$5).

White weenie decks also have gained new tools to pick up where rebels left off. Divine Sacrament (\$4), the newest version



TOTAL DESTRUCTION *Odyssey* cards like Epicenter have destroyed old themes, requiring players to look for new deck types.

of Crusade (\$4), beefs up entire armies, as does the legendary Pianna, Nomad Captain (\$2.50). While it's not as good as Wrath Of God (\$7), Kirtar's Wrath (\$3.50) is popping up in the occasional threshold-based deck. Finally, in white, Mystic Crusader (\$5) is already making a big showing in sideboards and even some main decks.

BUSINESS CASUAL

Casual players have had more to say about *Odyssey*'s market than with many other sets. The obligatory huge creatures like Vampiric Dragon (\$6), Wayward Angel (\$4) and Repentant Vampire (\$6) are trading like crazy, while theme-deck stars Nut Collector (\$4), Squirrel Mob (\$3.50) and Atogatog (\$2.50) are finding their niches in the *Magic* market. And Mirari (\$11) isn't just the noise a cat makes when it's caught in the washing machine; the legendary artifact and new Fork (\$10) has become one hot-ass commodity.

LOOK AT THEM, THEY'RE THE DCI

The Arena and Friday Night *Magic* programs have proven wildly successful over the years, in no small part due to the cool promotional DCI foils given out as prizes. Lots of really nifty ones have come out over the last few months, including Jackal Pup (\$8), Quirion Ranger (\$11) and Empyrial Armor (\$8). Arena participants also received one card from a cycle of foil *Ice Age* lands (\$2.50 each).

A few other promo foils have made waves too. Judges recently got a foil Oath Of Druids (\$55) as a thank-you for their help in high-level tournaments. And the *Deckmasters* gift set includes foil versions of Necropotence (\$8), Lhurgoyf (\$4), Icy Manipulator (\$7) and Incinerate (\$6).

WHAT'S HOT

TOP 10 CCGs

1. *Magic: The Gathering*
2. *Pokemon*
3. *Warlord*
4. *Dragon Ball Z CCG*
5. *Legend of the Five Rings*
6. *Star Trek CCG*
7. *Star Wars CCG*
8. *Magi-Nation*
9. *Rifts*
10. *7th Sea*



in other NEWS...

Promo Stars

As *Dragon Ball Z* gears up for next month's *Cell Saga* launch, *Androids Saga* still lights up the charts. Nearly all of the androids in the set jumped in price again this month, with Android 17 (\$8, median), Android 18 (\$10), Android 19 (\$7) and Android 20 (\$7) all moving up. Tien, The Watcher (\$7) and Yamcha Is There (\$7) also are proving hot, as is ultra-rare The Hero Is Down (\$50).

But it's not the regular cards that have garnered the most attention recently. A very limited number of promotional cards worked their way ahead of time into a few booster packs of *Androids Saga*. Namekian's Strike (\$50), eventually will be given out to the game's Collector's Club. Line Up (\$50), and Team Work Kamehameha (\$50) will be given out in *Dragon Ball Z* league play. Finally, Fatherly Advice (\$55), which gives you wide energy-searching capabilities, recently was given to the game's judges.

One Ring to Rule Them All

In case you've been hiding under a rock for the past year, the *Lord of the Rings CCG* debuts this month. Nearly every major character in "The Fellowship of the Ring" appears in the new set, the first of nine based on the three Rings movies. Many have two versions of differing rarities, and the rare versions of Frodo, Gandalf, Sam, Aragorn and Legolas look to be the chase cards in the set.

Gandalf and Aragorn also have foil versions available only in starter decks. Each other card in the set also has a parallel foil version randomly inserted into the common slots of some packs. Several other characters each have only one version, but allies, companions and minions like Arwen, Bilbo, Elrond, Galadriel, Lurtz and the Witch-king of Angmar will definitely heat up the market.

Numerous magical possessions and artifacts should be hot too, with Glamdring, Sting, Thro's Map, Bow Of The Galadhrim and Aragorn's Bow showing the most promise. Events and conditions such as A Wizard Is Never Late, Stone Trolls and Desperate Defense Of The Ring each have powerful effects on the game.

Jeremy Smith (jeremy@smith.net) recently won an Odyssey tournament after charming the other players with his beauty and magical voice.

BIG MOVERS

The card market's most significant UPS & DOWNs

HOT

1 BLOOD MOON



All non-basic lands are now basic mountains. *Heads up, the devils are here to open up everything in deep crimson.*

COLD

1 THOUGHT DEVOURER



I'm flying. Your maximum hand size is reduced by four. *Thinking is hard.*

With all of the new nonbasic lands out there, players need a way to stop them before they get their mojo workin'. Type 1 players have found their panacea in Blood Moon, nullifying everything that isn't red. It doubled this month from \$2 to \$4.

2 FOIL WASH OUT

This throwback gives threshold players a huge boost for a bargain cost. Collectors are snapping up the original *Weatherlight* version now, bumping it by leaps and bounds from \$2 to \$4—not bad for an uncommon from a long-departed set.

3 FOIL MEAN

It's the symbol of the *Odyssey* expansion and is featured in the way-cool promotional online CGI *Odyssey* movie (www.magicodyssey.com). It's up twice its own price, hopping up from \$6 last month all the way to \$11 this month.

4 FOIL BOOBY TRAP

Every guy needs a booby or two in his life, so what better way to catch them than with Booby Trap? Collectors this month felt the urge to bid up its price from \$3.50 to \$6. We guess they just couldn't wait to get their hands on them.

5 FOIL FORBIDDEN

Extended control decks have a phat new way to draw cards with Shadowmage Infiltrator, making Forbid even better. He'll help set up a quick lock on the game with this combo. It's no surprise that Forbid jumped from \$1.25 to \$2.

We wonder if our pages last month listing the Devourer as the fourth best *Odyssey* card were stuck together. Maybe it'll pick up in value in time, but this month, it dropped a whopping 71 percent, from \$7 to \$2.

2 FOIL WASH OUT

Decks have become more color-diverse since the days of mono-white rebels and Blue Skies. Cards like Wash Out have taken a hit, since they're less useful against multicolored decks. The foil version slipped, from \$8 to \$4 this month.

3 FOIL MAGETA THE LION

He ruled the board a year ago, but the fact of the matter is that cards that leave Standard take a big hit right off the bat. Mageta's foil fell by 47 percent, from \$15 to \$8. Now he can only hope to make the occasional stop in Extended.

4 FOIL BATTLEFIELD FORGE

The painlands are amazing, no doubt. But foils will drop in time no matter how hot the card. The *Apocalypse* lands started high; they were bound to fall more than the average card. The foil Forge went down to \$15 from \$28.

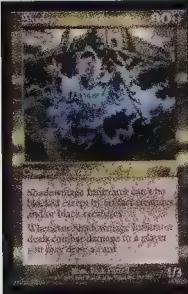
5 FOIL RISHADAN PORT

No card had more of an impact on Standard for the last two years than Rishadan Port. With the rotation, it's taken a harder hit than just about everything else, with the foil falling a gigantic \$20 from \$45 to \$25. We say, good riddance.

TOP 10 MAGIC CARDS

What's hot? With the microchips we've implanted in every *Magic* card, you've told us. These are the cards burning up the binders and cash registers of fans and retailers all over the world.

1 SHADOWMAGE INFILTRATOR

SET: *Odyssey*

ARTIST: Rick Farrell

He's arguably the best *Magic* player on the planet, and Jon Finkel's contribution to *Odyssey* is just as good as he is. It's a great follow-up to the likes of Avalanche Riders, Rootwater Thief and Meddling Mage. With the ability to draw a card while dealing damage past nearly any creature defense, he's a lock for every blue/black deck.

2 TRAUMATIZE

SET: *Odyssey*

ARTIST: Greg Staples

Losing half your mind can be quite traumatic, we'd guess, though you'd probably never know that it happened. Either way, the devastating power of *Odyssey's* Traumatize has boosted it all the way to the number two slot on our chart this month. For five mana, nuking half your opponent's library or gaining instant threshold for your self is a hard deal to pass up.

3 MIRARI

SET: *Odyssey*

ARTIST: Donato Giancola

Yeah, we don't like copycats either, but Mirari's the exception to the rule. The initial investment of five mana is expensive, but the chance to Fork spells repeatedly is great. It's a must-have if you collect story-based cards. Don't even ask what happens when you use it with Divert.

4 IRIDESCENT ANGEL

SET: *Odyssey*

ARTIST: Matt Cavotta

"You're our ay-ay-ay-angel, come and save us tonight." Okay, our singing leaves a lot to be desired when compared to Aerosmith. But the glowing gal leaves nothing to be desired; she's got it all. Flying, huge and nearly unkillable, she'll be saving lots of us tonight—and every night.

5 VINDICATE

SET: *Apocalypse*

ARTIST: Brian Snoddy

New set or no, some cards are still just as good as they were several months ago. And as the rumors go, it's true that destroying any permanent for three mana is still a great deal. Since Vindicate does just that, it's no shock that it's maintained its hold on our list.

6 HAUNTING ECHOES

SET: *Odyssey*

ARTIST: Arnie Sweekel

And we all thought Jester's Cap was a bad mutha. Enter Haunting Echoes, which cleans out graveyards and libraries of tons of nasty cards all in one fell swoop. Players had better rethink the four-of-a-card strategy or they'll never hear the end of it from this card.

7 BIRDS OF PARADISE

SET: *Seventh Edition*

ARTIST: Ed Beard Jr.

With *Masques* Block gone, *Invasion* Block will take center stage more than before. And with color diversity comes cards like the Birds, which fit into every green deck. True, they dropped six spots this month, but the fact that they still make the list shows their true worth.

8 SPIRITMONGER

SET: *Apocalypse*

ARTIST: Glen Angus

Fat's where it's at with this beast. No matter how you look at it, a 6/6 with three great abilities and no drawbacks for five mana is a great deal. The 'Monger's showing his ugly mug in all sorts of decks, from Dark Fires to heavy-control black/blue/green *Invasion* Block decks.

9 DIVERT

SET: *Odyssey*

ARTIST: Christopher Moeller

Misdirection is gone, but Divert's just as good and doesn't cost you an extra card. It serves as cheap defense against loads of spells and will easily turn away counterspells from their intended targets. The card might as well read, "Target Urza's Rage now costs you 14 mana, bee-yatch!"

10 VAMPIRIC DRAGON

SET: *Odyssey*

ARTIST: Gary Ruddell

We've heard that dragons are popular among gamers—vampires, too. These might be unfounded rumors, but at least it explains why Vampiric Dragon rounds out this month's Top 10. That's almost as great as our chocolate falling into your peanut butter.

NETPROFIT

INQUEST GAMER surfs the Internet for bargain buys and outrageous items

AFRAID OF THE DARK

By and large, *The Dark* is generally regarded among the lower tiers of *Magic*-dom by professional players and casual fans alike. However, even gamers have their hearts in the right places. One charitable soul stood up and took a bullet, spending \$16.50 for a single booster at auction. The money went toward charities for the September 11 tragedy.



THERE IS NO TRY



Some lucky lightsaber lugger picked up this 1997 Yoda Christmas ornament for a mere \$26.50.

THE FOE HAMMER



In *The Lord of the Rings*, Gandalf's blade was Glamdring, the Foe Hammer. It was an elven blade he took from the loot of some trolls in *The Hobbit*. And how for a mere \$900 you could own the fabled blade—or at least, a reasonable facsimile. Of course, if slaying orcs and battling balrogs isn't your thing or if you're about 890 bucks short try...

THE FOE PAPER CUT



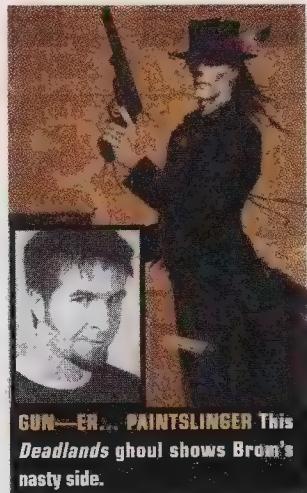
...Glamdring—the puzzle! Okay, it's really a puzzle of the movie poster from the crap-on-a-cracker animated version of "Lord of the Rings" from the late 1970s. It sold online for \$10. If you're still short on cash, we recommend raiding the silverware drawer. It may not slay dragons, but it'll still cut your cheese—like you need any help with that.

ART GALLERY

IQ INTERVIEWS THE HOTTEST FANTASY ARTISTS

Brom

What would *Magic* be without its share of the weird and monstrous? Much less if it didn't have the talents of artist Brom at its disposal. The 36-year-old, self-taught painter has dazzled *Magic* art aficionados with the likes of Oath Of Ghouls, Hatred and his latest masterpiece, Desolation Angel. He says, "I lean toward anything dark or nasty; it's in my bones."



GUN-ER... PAINTSLINGER This *Deadlands* ghoul shows Brom's nasty side.

A fan of artists like Frank Frazetta and Norman Rockwell, Brom has created hundreds of fantasy pieces over the years ranging from works for DC Comics to films like "Sleepy Hollow." Brom's start was unusual; he airbrushed T-shirts in high school and painted a Coca-Cola cup as his first professional piece. He laughs about it now. "Pretty boring, huh?" He's still wildly successful, commanding between \$1,000 and \$10,000 per painting. Check out his works for sale at his website, (www.BromArt.com). ■ Jeremy Smith

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CCG Price Guide

HOW TO USE IT

Wanna know how much your Vizzerdrix goes for? This guide can tell ya that and more.

Most of the prices in the guide reflect cards that are in Near Mint to Mint condition. However, many older cards, particularly *Magic's* Alpha, Beta, Unlimited and Arabian Nights, rarely sell in true Mint condition. The prices for these cards reflect a slight downgrade in condition.

CCGs are arranged in the order of oldest set to most recent release. Within each CCG, set breakdowns are priced for commons, uncommons, rares and/or foils. Please refer to the key on the bottom of each left-hand page for abbreviation descriptions and color breakdowns.

You'll notice some card listings have color bars around them. Green means it's risen in value; red, fallen in value; blue, new CCG and/or card listing; and yellow indicates heavy trading activity, yet no change in value since last issue.

For complete listings and prices for every single *Magic* card, check out wizardworld.com.

GRADE SCHOOL

GEM MINT: A perfect card in every which way. No discoloration, marks or flaws whatsoever. Sells for multiples of the value listed in this guide.

NEAR MINT/ MINT: Appears almost Gem Mint, but with one minor flaw, such as a small ding or minor stress line that does not affect color.

EX-MINT: Minor defect such as a corner crease or a minor color-cracked stress line. Cards that fall under this category are 70%-80% of guide price.

GOOD: Multiple defects such as slight creases, minor flaking and fading colors. Still maintains a decent color gloss. Cards that fall under this category are 30%-40% of guide price.

POOR: Major and multiple defects detected. Defects such as major stress lines, multiple creases, torn areas, writing on card, stains and/or faded colors. Cards that fall under this category may fetch 10% of guide price at most.

PRICE TAG

LOW: Card prices on the lower side of the national average. Usually, these prices signify a really good bargain; Some might call it a steal.

MEDIAN: Card prices in the middle of the national average. What you can expect to pay in the majority of gaming stores and online.

HIGH: Card prices on the higher side of the national average. Though more expensive than the average, these prices might be the norm in your area, or even cheaper than another part of the country.

MAGIC

The Gathering®

RARITY	LOW	MEDIAN	HIGH
ALPHA LIMITED			
WIZARDS OF THE COAST-1993			
Cards have black borders.			
Alpha cards have rounder corners when compared to Beta cards.			
Full Set (290 cards)	3800.00	4000.00	4250.00
Bosster Pack (15 cards)	100.00	115.00	160.00
Booster Box (36 packs)	3200.00	3400.00	3700.00
Starter Deck (60 cards)	210.00	225.00	300.00
Starter Box (10 decks)	1800.00	2000.00	2500.00
Unlisted Uncommons	2.00	3.00	4.00
Unlisted Commons75	1.00	1.50
Unlisted Alpha errors are worth 125% of Beta value.			
● <i>Animate Wall</i>	R 5.00	7.00	9.00
● <i>Ankh of Mishra</i>	R 8.00	12.00	16.00
● <i>Armageddon</i>	R 20.00	30.00	40.00
● <i>Aspect of Wolf</i>	R 6.00	8.00	10.00
● <i>Bad Moon</i>	R 14.00	20.00	25.00
● <i>Badlands</i>	R 35.00	45.00	55.00
● <i>Balance</i>	R 30.00	35.00	40.00
● <i>Bayou</i>	R 35.00	45.00	55.00
● <i>Berserk</i>	U 25.00	30.00	40.00
● <i>Birds of Paradise</i>	R 65.00	75.00	85.00
● <i>Black Knight</i>	U 5.00	7.00	9.00
● <i>Black Lotus</i>	R 250.00	365.00	450.00
● <i>Black Vise</i>	U 4.00	7.00	9.00
● <i>Blaze of Glory</i>	R 15.00	20.00	35.00
● <i>Blessing</i>	R 6.00	8.00	11.00
● <i>Braingeyar</i>	R 20.00	27.00	34.00
● <i>Camouflage</i>	U 4.00	5.00	7.00
● <i>Chaos Orb</i>	R 50.00	60.00	75.00
● <i>Chaosphere</i>	R 4.00	6.00	8.00
● <i>Clockwork Beast</i>	R 5.00	7.00	10.00
● <i>Clone</i>	U 8.00	10.00	13.00
● <i>Cockatrice</i>	R 7.00	10.00	13.00
● <i>Contract from Below</i>	R 4.00	6.00	8.00
● <i>Control Magic</i>	U 4.00	5.00	6.00
● <i>Conversion</i>	U 4.00	5.00	8.00
● <i>Copper Tablet</i>	U 3.00	4.00	6.00
● <i>Copy Artifact</i>	R 10.00	17.00	25.00
● <i>Counterspell</i>	U 8.00	12.00	14.00
● <i>Crusade</i>	R 15.00	20.00	25.00
● <i>Cyclopean Tomb</i>	R 35.00	45.00	55.00
● <i>Dark Ritual</i>	C 4.00	5.00	6.00
● <i>Darkapt</i>	R 6.00	8.00	10.00
● <i>Deathlace</i>	R 4.00	6.00	8.00
● <i>Demona Attorney</i>	R 8.00	12.00	20.00
● <i>Demona Hordes</i>	R 10.00	14.00	20.00
● <i>Demona Tutor</i>	U 10.00	17.00	23.00
● <i>Dingus Egg</i>	R 6.00	8.00	10.00
● <i>Disenchant</i>	C 2.00	3.00	5.00
● <i>Disintegrate</i>	C 1.50	2.50	3.50
● <i>Disrupting Scepter</i>	R 12.00	15.00	18.00
● <i>Dragon Whelp</i>	U 3.00	4.00	5.00
● <i>Brain Power</i>	R 4.00	7.00	10.00
● <i>Dwarven Den Team</i>	U 4.00	5.00	6.00
● <i>Earthquake</i>	R 8.00	15.00	20.00
● <i>Elvish Archers</i>	R 8.00	12.00	16.00
● <i>False Orders</i>	C 2.00	3.00	4.00
● <i>Farmstead</i>	R 5.00	7.00	10.00
● <i>Fastbond</i>	R 8.00	11.00	13.00
● <i>Fireball</i>	C 2.00	3.00	4.00
● <i>Force of Nature</i>	R 18.00	25.00	32.00
● <i>Forcefield</i>	R 70.00	85.00	100.00
● <i>Fork</i>	R 25.00	35.00	45.00
● <i>Fungusaur</i>	R 6.00	8.00	10.00
● <i>Gaea's Lure</i>	R 6.00	9.00	13.00
● <i>Gauntlet of Might</i>	R 70.00	86.00	115.00
● <i>Gloom</i>	U 3.00	4.00	5.00
● <i>Goblin King</i>	R 7.00	10.00	13.00
● <i>Granite Gargoylo</i>	R 8.00	12.00	16.00
● <i>Heim of Chatzuik</i>	R 4.00	6.00	8.00
● <i>Howling Mine</i>	R 20.00	30.00	40.00
● <i>Hypnotic Specter</i>	U 10.00	20.00	30.00
● <i>Ice Staff</i>	R 7.00	10.00	15.00
● <i>Icy Manipulator</i>	R 20.00	30.00	45.00
● <i>Illusionary Mask</i>	R 18.00	30.00	40.00
● <i>Island Sanctuary</i>	R 4.00	8.00	11.00
● <i>Jade Monolith</i>	R 4.00	6.00	8.00
● <i>Jade Statue</i>	U 7.00	9.00	12.00
● <i>Jaymedae Tome</i>	R 12.00	20.00	28.00
● <i>Juggernaut</i>	R 4.00	7.00	10.00
MAGIC DATA			
C=COMMON U=UNCOMMON R=RARE			
● ARTIFACT	● BLACK	● BLUE	● GOLD
● GREEN	● RED	● WHITE	● LAND
PRICE DATA			
WENT UP	WENT DOWN	HEAVY TRADING	NEW SET

TOP 100

45 FORCE OF WILL

The amazing free counterpell has managed to survive all the bannings in Extended, making it the defining card in the format for now. It's got a great supporting cast in the Top 100 too, with the likes of Dovin (#8), Morphling (#58) and Mastigore (#75) backing it up. Watch for it in decks like Dakota, Stasis and Oath.



RARITY LOW MEDIAN HIGH

BETA LIMITED

WIZARDS OF THE COAST-1993

Beta cards are black-bordered.

Full Set (292 cards)	4200.00	4500.00	5000.00
Booster Pack (15 cards)	120.00	170.00	200.00
Booster Box (36 packs)	3300.00	3500.00	3700.00
Starter Deck (60 cards)	250.00	300.00	350.00
Starter Box (10 decks)	2000.00	2500.00	2800.00
Unlisted Uncommons	2.00	3.00	4.00
Unlisted Commons	.75	1.00	1.50

● Air Elemental	U	3.00	4.00	5.00
● Ancestral Recall	R	150.00	180.00	210.00
○ Animate Wall	R	5.00	7.00	10.00
○ Ankh of Mishra	R	8.00	12.00	16.00
○ Armageddon	R	30.00	40.00	50.00
● Aspect of Wolf	R	6.00	9.00	12.00
● Bad Moon	R	15.00	20.00	30.00
● Badlands	R	40.00	55.00	70.00
● Balance	R	35.00	45.00	65.00
● Bayou	R	40.00	55.00	70.00
● Berserk	U	30.00	35.00	45.00
● Birds of Paradise	R	65.00	85.00	100.00
● Black Knight	R	6.00	8.00	10.00
● Black Lotus	R	350.00	450.00	550.00
● Black Vise	R	7.00	11.00	17.00
● Blaze of Glory	R	15.00	20.00	25.00
● Blessing	R	7.00	9.00	12.00
● Braingeyser	R	18.00	28.00	45.00
● Camouflage	U	4.00	5.00	7.50
● Channel	R	4.00	5.00	7.00
● Chaos Orb	R	40.00	55.00	70.00
● Chaoctice	R	4.00	8.00	10.00
● Clockwork Beast	R	8.00	10.00	13.00
● Clone	R	8.00	11.00	15.00
● Cockatrice	R	7.00	10.00	13.00
● Consecrate Land	R	6.00	7.00	10.00
● Contract from Below	R	5.00	7.00	9.00
● Control Magic	U	4.00	5.00	6.00
● Conversion	R	2.00	3.00	5.00
● Copper Tablet	R	3.00	5.00	7.00
● Copy Artifact	R	15.00	22.00	30.00
● Counterspell	U	14.00	19.00	25.00
● Crusade	R	20.00	30.00	45.00
● Cyclopean Tomb	R	35.00	45.00	60.00
● Dark Ritual	C	3.00	5.00	7.00
● Darkact	R	5.00	7.00	9.00
● Deathlace	R	5.00	7.00	9.00
● Demonic Attorney	R	6.00	8.00	9.00
● Demonic Hordes	R	22.00	28.00	36.00
● Demonic Tutor	U	15.00	22.00	32.00
● Dingus Egg	R	6.00	8.00	10.00
● Disenchant	C	4.00	5.00	6.00
● Disintegrate	C	1.00	2.00	3.00
● Disrupting Scepter	R	15.00	20.00	25.00
● Dragon Whelp	U	4.00	6.00	7.00
● Drain Life	C	1.50	2.00	3.50
● Drain Power	R	6.00	8.00	10.00
● Earthquake	R	12.00	20.00	25.00
● Elvish Archers	R	5.00	10.00	15.00
● False Orders	C	1.50	2.50	3.50
● Farmstead	R	6.00	8.00	11.00
● Fastband	R	14.00	22.00	30.00
● Fireball	C	4.00	5.00	6.00
● Force of Nature	R	20.00	30.00	35.00
● Forcefield	R	75.00	90.00	120.00
● Fork	R	25.00	40.00	50.00
● Fungusaur	R	7.00	10.00	12.00
● Gaed's Liege	R	8.00	14.00	18.00
● Gauntlet of Might	R	60.00	75.00	105.00
● Giant Growth	C	3.00	4.00	5.00
● Gleam	U	3.00	4.00	5.00
● Goblin King	R	7.00	10.00	15.00
● Granita Gargoyle	R	7.00	10.00	15.00
● Helm of Chatzok	R	4.00	5.00	8.00
● Howling Mine	R	22.00	30.00	40.00
● Hurricane	R	3.00	4.00	5.00
● Hypnotic Specter	U	10.00	17.00	25.00
● Ice Storm	U	10.00	16.00	22.00
● Icy Manipulator	U	20.00	35.00	45.00
● Illusionary Mask	U	15.00	25.00	40.00
● Invisibility	C	2.00	3.00	4.00
● Island Sanctuary	R	6.00	8.00	10.00
● Jade Monolith	R	7.00	9.00	12.00
● Jayendae Tome	R	15.00	27.00	35.00
● Juggernaut	U	7.00	10.00	13.00
● Keidon Warlord	U	5.00	6.00	7.00
● Kormus Bell	R	4.00	6.00	8.00
● Kudu	R	5.00	7.00	8.00
● Lich	R	30.00	40.00	50.00
● Lifelink	R	6.00	8.00	10.00
● Lightning Bolt	C	6.00	9.00	13.00
● Living Artifact	R	3.00	5.00	7.00
● Living Lands	R	4.00	6.00	8.00
● Llanwarr Elves	C	5.00	6.00	11.00
● Lord of Atlantis	R	22.00	30.00	38.00
● Lord of the Pit	R	15.00	25.00	35.00
● Lure	U	4.00	5.00	6.00
● Magical Hack	R	6.00	8.00	12.00
● Mahomet Djinn	R	25.00	30.00	35.00
● Mana Flare	R	10.00	15.00	20.00
● Mana Short	R	7.00	11.00	13.00
● Mana Vault	R	12.00	20.00	27.00

RARITY LOW MEDIAN HIGH

● Manabards	R	11.00	14.00	17.00
● Meelekton	R	7.00	10.00	13.00
● Mind Twist	R	35.00	40.00	45.00
● Mox Emerald	R	170.00	210.00	250.00
● Mox Jet	R	170.00	210.00	250.00
● Mox Pearl	R	170.00	210.00	250.00
● Mox Ruby	R	170.00	210.00	270.00
● Mox Sapphire	R	170.00	220.00	270.00
● Natural Selection	R	12.00	17.00	25.00
● Nevinnryll's Disk	R	30.00	55.00	70.00
● Nightmare	R	20.00	30.00	40.00
● Northern Paladin	R	7.00	10.00	12.00
● Personal Incarnation	R	8.00	12.00	16.00
● Pirate Ship	R	5.00	6.00	11.00
● Plateau	R	40.00	55.00	70.00
● Power Surge	R	10.00	12.00	16.00
● Prodigal Sorcerer	C	1.50	2.50	3.50
● Psionic Blast	U	15.00	24.00	28.00
● Purflace	R	4.00	6.00	8.00
● Raging River	R	20.00	30.00	40.00
● Regrowth	U	8.00	13.00	16.00
● Roc of Kher Sidge	R	6.00	9.00	12.00
● Rock Hydra	R	10.00	14.00	20.00
● Royal Assassin	R	15.00	25.00	35.00
● Savannah	R	40.00	55.00	70.00
● Savannah Lions	R	7.00	12.00	18.00
● Scrubland	R	40.00	55.00	70.00
● Sedge Troll	R	8.00	12.00	15.00
● Sengir Vampire	U	8.00	12.00	18.00
● Serra Angel	R	30.00	45.00	60.00
● Shivan Dragon	R	45.00	65.00	80.00
● Sinkhole	C	10.00	16.00	20.00
● Sleight of Mind	R	8.00	10.00	14.00
● Smoke	R	5.00	6.00	8.00
● Sol Ring	R	14.00	24.00	32.00
● Stasis	R	12.00	16.00	20.00
● Stone Rain	C	2.00	3.00	4.00
● SunGlasses of Urza	R	6.00	8.00	10.00
● Swords to Plowshares	R	10.00	15.00	18.00
● Taiga	R	40.00	55.00	70.00
● Terror	R	4.00	5.00	6.00
● The Hive	R	6.00	8.00	10.00
● Thoughtseize	R	5.00	7.00	9.00
● Timber Wolves	R	5.00	7.00	9.00
● Time Vault	R	35.00	45.00	60.00
● Time Walk	R	180.00	230.00	280.00
● Timetwister	R	100.00	160.00	200.00
● Tropical Island	R	40.00	55.00	70.00
● Tundra	R	45.00	65.00	80.00
● Twiddle	C	3.00	4.00	5.00
● Urmagma	R	30.00	35.00	45.00
● Underworld Sea	R	45.00	65.00	80.00
● Unholy Strength	C	3.00	4.00	5.00
● Verduran Enchantress	R	10.00	16.00	22.00
● Vesuvan Doppelganger	R	30.00	40.00	45.00
● Veteran Bodyguard	R	9.00	12.00	15.00
● Volcanic Eruption	R	4.00	7.00	9.00
● Volcanic Land	R	40.00	55.00	70.00
● Warp Artifact	R	6.00	8.00	10.00
● Web	R	5.00	7.00	9.00
● Wheel of Fortune	R	19.00	35.00	45.00
● White Knight	U	5.00	8.00	14.00
● Will-o'-the-Wisp	R	10.00	15.00	20.00
● Winter Orb	R	18.00	24.00	30.00
● Word of Command	R	30.00	40.00	55.00
● Wrath of God	R	50.00	65.00	80.00
● Zombie Master	R	7.00	11.00	13.00

UNLIMITED EDITION

WIZARDS OF THE COAST-1993

● Ancestral Recall	R	90.00	130.00	160.00
● Animate Wall	R	1.50	4.00	5.00
● Ankh of Mishra	R	1.50	3.00	5.00
● Armageddon	R	5.00	7.00	10.00
● Aspect of Wolf	R	1.50	3.00	5.00
● Bad Moon	R	3.00	5.00	7.00
● Badlands	R	10.00	15.00	20.00
● Balance	R	4.00	6.00	9.00
● Bayou	R	10.00	14.00	18.00
● Berserk	R	18.00	25.00	30.00
● Birds of Paradise	R	13.00	18.00	25.00
● Black Lotus	R	200.00	260.00	320.00
● Blaze of Glory	R	8.00	12.00	20.00
● Blessing	R	3.00	4.00	6.00
● Clone	R	5.00	7.00	9.00
● Cockatrice	R	3.00	4.00	6.00
● Consecrate Land	R	2.00	3.00	5.00
● Chaos Deck	R	1.50	2.50	4.00
● Chaoctice	R	1.50	2.50	4.00
● Clockwork Beast	R	1.50	3.00	5.00
● Clone	U	3.00	4.00	5.00
● Cockatrice	R	1.50	3.00	5.00
● Consecrate Land	U	2.00	3.00	5.00

MAGIC SET ABBREVIATIONS

AI	Alliances	FE	False Empires	LG	Legends	PY	Prophecy	UD	Urza's Destiny
AQ	Antiquities	5	Fifth Edition	MM	Mirage	R	Revised	U	Urza's Legacy
AN	Arabian Nights	4	Fourth Edition	MM	Merc. Masques	7	Seventh Edition	U	Urza's Saga
AP	Apocalypse	HL	Homelands	NE	Nemesis	6	Sixth Edition	VS	Visions
CH	Chronicles	IA	Ice Age	OD	Odyssey	SB	Stronghold	TM	Tempest
DK	The Dark	IN	Invasion	PR	Promo Card	SH	Shadows of Alara	WL	Weatherlight
EX	Exodus	L	Limited	PS	Planeshift	U	Unlimited		

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ROYAL ASSASSIN

He's not Standard, and not especially popular in Magic's other tournament formats. The Assassin's coolness factor is what keeps him afloat, since he's had that image ever since Magic's first day. He's lived on the NYC and other longtime midways like Shivas Dragon (1991) and Fork (1997). We hear lots of backstabbers, though, so watch out.



MAGIC The Gathering®

Price Guide

● Contract from Below...R	3.00	5.00	6.00
● Copper Tablet.....U	1.50	3.00	5.00
● Copy Artifact.....R	3.00	5.00	8.00
● Crusade.....R	3.00	5.00	8.00
● Cyclopean Tomb.....R	13.00	20.00	30.00
● Darkact.....R	3.00	4.00	6.00
● Deathlace.....R	1.50	2.50	4.00
● Demonic Attorney.....R	1.50	3.00	5.00
● Demonic Horde.....R	5.00	8.00	12.00
● Demonic Tutor.....U	4.00	5.00	7.00
● Dingus Egg.....R	4.00	6.00	8.00
● Disrupting Scepter.....R	2.50	5.00	7.50
● Drain Power.....R	1.50	3.00	5.00
● Earthquake.....R	3.00	5.00	8.00
● Elvish Archers.....R	2.50	4.00	6.00
● False Orders.....C	.50	1.00	1.50
● Farmstead.....R	3.00	4.00	6.00
● Fastbond.....R	2.50	5.00	7.50
● Force of Nature.....R	3.00	5.00	8.00
● Forcesfield.....R	35.00	50.00	70.00
● Fork.....R	8.00	12.00	16.00
● Fungusaur.....R	1.50	5.00	8.00
● Gaes's Liege.....R	3.00	4.00	7.00
● Gauntlet of Might.....R	50.00	65.00	80.00
● Goblin King.....R	3.00	4.00	7.00
● Granite Gargoyle.....R	4.00	6.00	8.00
● Helm of Chatzuk.....R	1.50	2.50	4.00
● Howling Mine.....R	4.50	6.00	8.00
● Ice Storm.....U	8.00	12.00	17.00
● Icy Manipulator.....U	12.00	20.00	25.00
● Illusory Mask.....R	10.00	17.00	25.00
● Jade Monolith.....R	1.50	2.50	4.00
● Jade Statue.....U	4.00	5.00	7.00
● Jaymedas Tome.....R	3.00	5.00	7.00
● Kormus Bell.....R	1.50	2.50	4.00
● Kudzu.....R	1.50	3.00	5.00
● Lich.....R	20.00	30.00	40.00
● Lifelace.....R	1.50	2.50	4.00
● Living Artifact.....R	1.50	2.50	4.00
● Living Lands.....R	1.50	5.00	8.00
● Lord of Atlantis.....R	3.00	5.00	8.00
● Lord of the Pit.....R	3.00	5.00	8.00
● Magical Hack.....R	1.50	3.00	5.00
● Mahamoti Djinn.....R	4.00	6.00	9.00
● Mana Flare.....R	6.00	8.00	10.00
● Mana Short.....R	3.00	4.00	6.00
● Mana Vault.....R	3.00	5.00	8.00
● Manabards.....R	1.50	2.50	4.00
● Meekstone.....R	3.00	5.00	8.00
● Mind Twist.....R	3.00	4.00	6.00
● Mox Emerald.....R	110.00	140.00	170.00
● Mox Jet.....R	110.00	140.00	180.00
● Mox Pearl.....R	110.00	140.00	180.00
● Mox Ruby.....R	110.00	140.00	170.00
● Mox Sapphire.....R	115.00	150.00	200.00
● Natural Selection.....R	8.00	12.00	18.00
● Nether Shadow.....R	1.50	5.00	8.00
● Nevinyrral's Disk.....R	4.00	6.00	8.00
● Nightmare.....R	6.00	8.00	10.00
● Northern Paladin.....R	3.00	5.00	8.00
● Personal Incarnation.....R	3.00	5.00	8.00
● Pirate Ship.....R	1.50	4.00	6.00
● Plateau.....R	10.00	17.00	20.00
● Power Surge.....R	1.50	3.00	5.00
● Psionic Blast.....U	8.00	14.00	24.00
● Purerefuse.....R	1.50	2.50	4.00
● Raging River.....R	14.00	20.00	28.00
● Reverse Damage.....R	3.00	5.00	8.00
● Righteousness.....R	3.00	5.00	8.00
● Roc of Kher Sidge.....R	3.00	5.00	7.00
● Rock Hydra.....R	3.00	5.00	8.00
● Royal Assassin.....R	7.00	10.00	12.00
● Savannah.....R	10.00	15.00	20.00
● Savannah Lions.....R	3.00	5.00	8.00
● Scrubland.....R	10.00	15.00	20.00
● Sedge Troll.....R	2.50	4.00	6.00
● Sengir Vampire.....U	3.00	5.00	7.00
● Serra Angel.....U	4.50	6.00	9.00
● Shivan Dragon.....R	9.00	12.00	15.00
● Sinkhole.....C	6.00	9.00	12.00
● Sleight of Mind.....R	1.50	2.50	4.00
● Smoke.....R	1.50	2.50	4.00
● Sol Ring.....R	5.00	7.00	9.00
● Stasis.....R	3.00	5.00	8.00
● Sunglasses of Urv.....R	1.50	4.00	6.00
● Taiga.....R	10.00	15.00	20.00
● The Hive.....R	1.50	4.00	6.00
● Thoughtquake.....R	1.50	2.50	4.00
● Timber Wolves.....R	1.50	2.50	4.00
● Time Vault.....R	25.00	40.00	60.00
● Time Walk.....R	100.00	130.00	180.00
● Timetwister.....R	80.00	110.00	140.00
● Tropical Island.....R			
● Tundra.....R			
● Two-Headed Giant.....R			
● Underground Sea.....R			
● Verduran Enchantress.....R			
● Vesuvan Doppleganger.....R			
● Veteran Bodyguard.....R			
● Volcanic Eruption.....R			
● Volcanic Island.....R			
● Warp Artifact.....R			
● Web.....R			
● Wheel of Fortune.....R			
● Wild' O' The Wisp.....R			
● Winter Orb.....R			
● Word of Command.....R			
● Wrath of God.....R			
● Zombie Master.....R			

UP YOUR **SLEEVE**

KARAK ADDICTION

We all like a little bounce every now and then, and Karakas gives us our money's worth all in one tight little package— kinda like Sarah Michelle Gellar, when you think about it. You can set your opponents back, bouncing their legends every turn, or play tricks with the stack by bouncing your own guys after stacking combat damage. It's also cool in combo with Braids, Cabal Minion, since you can bounce her repeatedly to avoid sacking a permanent each turn.



REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and nearly identical to Unlimited cards. Unlisted cards are worth 80% of Unlimited price. Printing of Unlimited cards gave them rich, vibrant colors while Revised has very dull colors. Cards also had a much lower print run and are more highly sought by collectors.

Full Set (306 cards)	260.00	275.00	300.00	
Booster Pack (15 cards)	8.00	10.00	12.00	
Booster Box (36 packs)	275.00	300.00	350.00	
Starter Deck (60 cards)	25.00	30.00	40.00	
Starter Box (10 decks)	260.00	275.00	325.00	
Unholy Commons	.50	.75	.95	
Unholy Uncommon	.15	.25	.35	
● Aladdin's Lamp	R	1.50	2.50	4.00
● Aladdin's Ring	R	1.50	2.50	4.00
● Animante Wall	R	1.50	2.50	4.00
● Ankh of Mishra	R	1.50	2.50	4.00
● Armageddon	R	3.00	4.00	6.00
● Armageddon Clock	R	1.50	2.50	4.00
● Aspect of Wolf	R	1.50	2.50	4.00
● Bad Moon	R	3.00	5.00	8.00
● Badlands	R	8.00	12.00	18.00
● Balance	R	2.00	4.00	6.00
● Bayou	R	7.00	12.00	18.00
● Birds of Paradise	R	9.00	13.00	17.00
● Blessing	R	2.00	3.00	4.00
● Bottle of Suliman	R	1.50	2.50	4.00
● Brainingeyser	R	3.00	4.00	6.00
● Chaoslace	R	1.50	2.50	4.00
● Clockwork Beast	R	1.50	2.50	4.00
● Clone	U	3.00	4.00	6.00
● Cockatrice	R	2.00	3.00	5.00
● Contract from Below	R	2.50	3.50	4.50
● Copy Artifact	R	3.00	4.00	5.00

○ CrusadeR	3.00	4.00	5.00	○ Savannah LionsR	3.00	4.00	5.00
● Dancing ScimitarR	1.50	2.50	4.00	○ ScrublandR	8.00	12.00	18.00
● DarkaptR	2.00	3.00	4.00	○ Sedge TrollR	2.00	3.00	4.00
● DeathlaceR	1.50	2.50	4.00	● Sangir VampireU	2.00	3.00	4.00
● Demonic AttorneyR	2.00	3.00	4.00	○ Serendis EfretR	3.00	4.00	5.00
● Demonic HordesR	3.00	4.00	5.00	○ Serra AngelU	4.00	5.00	7.00
● Demonic TotemU	2.00	4.00	5.00	○ Shivan DragonR	4.00	6.00	10.00
● Dingus EggR	2.00	3.00	5.00	○ Sleight of MindR	1.50	2.50	4.00
Disrupting ScepterR	2.00	3.00	4.00	○ SmokeyR	1.50	2.50	4.00
● Dragon EngineR	1.50	2.50	4.00	○ Sol RingU	4.00	5.00	7.00
● Drain PowerR	2.00	3.00	4.00	● Sorceress QueenR	2.00	3.00	5.00
● EarthquakeR	2.50	3.50	4.50	○ StasisR	2.00	3.00	4.00
● Ebony HorseR	1.50	2.50	4.00	○ Sunglasses of UrzaR	1.50	2.50	4.00
● El-HaJJajR	1.50	2.50	4.00	○ Swords to PlowsharesU	1.00	1.50	2.00
● Elvish ArchersR	1.50	2.50	4.00	○ TaigaR	8.00	12.00	18.00
● Eye for an EyeR	2.00	3.00	4.00	○ The HiveR	1.50	2.50	4.00
● FarmsteadR	1.00	2.00	3.00	○ ThoughtblastR	1.50	2.50	4.00
● FastbondR	2.50	4.00	6.00	● Timber WolvesR	1.50	2.50	4.00
● Flying CarpetR	1.50	2.50	4.00	● Titania's SongR	1.50	2.50	4.00
● Force of NatureR	3.00	4.00	6.00	● Tropical IslandR	7.00	12.00	16.00
● FortR	7.00	10.00	15.00	● TundraR	9.00	13.00	18.00
● FungusaurR	1.50	2.50	4.00	● Underground SeaR	8.00	13.00	18.00
● Gaea's LiegeR	2.00	4.00	6.00	● Verduran EnchantressR	2.00	3.00	4.00
● Goblin KingR	2.50	4.00	5.00	● Vesuvan DoppelgangerR	7.00	9.00	12.00
● Granite GargoylesR	2.00	4.00	6.00	● Veteran BodyguardR	2.00	3.00	5.00
● Helm of ChatukzR	1.50	2.50	4.00	● Volcanic EruptionR	1.50	2.50	4.00
● Howling MineR	4.00	5.00	7.00	● Volcanic IslandR	7.00	12.00	18.00
● Hurkyl's RecallR	2.00	3.00	4.00	● Warp ArtifactR	1.50	2.50	4.00
● Hypnotic SpecterU	1.50	2.50	3.50	● WebR	1.50	2.50	4.00
● Island Fish JawsR	1.50	2.50	4.00	● Wheel of FortuneR	3.00	5.00	7.00
● Island SanctuaryR	1.50	2.50	4.00	● Will-O'-the-WispR	2.50	3.50	5.00
● Ivory TowerR	2.00	3.00	5.00	● Winter OrbR	2.00	3.00	5.00
● Jade MonolithR	1.50	2.50	4.00	● Wrath of GodR	4.50	6.00	8.00
● Jardor's RingR	2.00	3.00	4.00	● Zombie MasterR	2.00	3.50	5.00
● Jardor's SaddlebagsR	2.00	3.00	4.00					
● Jaynedae TomeR	2.00	3.00	5.00					
● JuggerernautU	.75	1.50	2.50					
● Kormus BellR	1.50	2.50	4.00					

FOURTH EDITION

WIZARDS OF THE COAST®-1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (368 cards)	175.00	200.00	225.00	
Booster Pack (15 cards)	3.00	3.50	4.00	
Booster Box (36 packs)	85.00	95.00	110.00	
Starter Deck (60 cards)	8.00	10.00	12.00	
Starter Box (10 decks)	85.00	95.00	110.00	
Unlisted Commons	.25	.50	.75	
Unlisted Uncommons	.10	.20	.25	
Aladdin's LampR	1.50	2.50	4.00
Aladdin's RingR	1.50	2.50	3.50
Animate WallR	1.50	2.50	3.50
Ankh of MishraR	1.50	2.50	3.50
Armageddon ClockR	1.50	2.50	3.50
Aspect of WolfR	1.50	2.50	3.50
Bad MoonR	3.00	4.00	5.00
BalanceR	2.00	3.00	4.00
Ball LightningR	3.00	4.00	6.00
Birds of ParadiseR	7.00	12.00	15.00
Black KnightU	1.00	1.50	2.50
Black Mana BatteryR	2.00	3.00	4.00
BlessingR	2.00	3.00	4.00
Blue Mana BatteryR	2.50	3.50	4.50
Bottle of SuleimanR	1.50	2.50	3.50
Bronze TabletR	1.50	2.50	3.50
Carrian AntsU	.75	1.50	2.00
ChaoslaceR	1.50	2.50	3.50
Clockwork AvianR	2.00	3.00	4.00
Clockwork BeastR	1.50	2.50	3.50
CockatriceR	1.50	2.50	4.00
Colossus of SardiaR	2.00	3.00	4.00
Coral HelmR	1.50	2.50	3.50
Cosmic HorrorR	1.50	2.50	4.00
Crimson MantidoraR	1.50	2.50	3.50
CrusadeR	2.00	3.00	4.00
Cryptic ShimtzarR	1.50	2.50	3.50
DeathlaceR	1.50	2.50	3.50
Dingus EggR	1.50	2.50	4.00
Disrupting ScepterR	1.50	2.50	4.00
Dragon EngineR	1.50	2.50	3.50
Drain PowerR	1.50	2.50	4.00
EarthquakeR	2.00	3.00	4.00
Ebony HorseR	1.50	2.50	3.50
El-HajjäjR	1.50	2.50	3.50
Elder Land WormR	1.50	2.50	3.50
Evilish ArchersR	1.50	2.50	4.00
Eye for an EyeR	1.50	2.50	4.00
Flying CarpetR	1.50	2.50	3.50
Force of NatureR	2.00	3.00	4.00
FungusaurR	1.50	2.50	3.50
Gaas's LiegeR	2.00	3.00	4.00
Goblin KingR	2.00	3.00	4.00
GreedR	1.50	2.50	4.00
Green Mana BatteryR	2.00	3.00	4.00
Heim of ChatzukR	1.50	2.50	3.50
Howling MineR	3.00	4.00	5.00
Hurkyl's RecallR	1.50	2.50	4.00
Hurr JackalR	1.50	2.50	3.50
Hypnotic SpecterU	1.50	2.50	4.00
InfernoR	1.50	2.50	4.00
Island Fish JasoniusR	1.50	2.50	3.50
Island SanctuaryR	1.50	2.50	3.50
Ivory TowerR	1.50	2.50	4.00
Jade MonolithR	1.50	2.50	3.50
Jandor's SaddlebagsR	1.50	2.50	4.00
Jayemdae TomeR	2.00	3.00	4.00
Killer BeesU	.75	1.50	2.00
Kormus BellR	1.50	2.50	3.50

MAGIC DATA

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

PRICE DATA

Digitized by srujanika@gmail.com

○ Land Tax	R	2.00	4.00	5.00
○ Leviathan	R	1.50	2.50	4.00
○ Lifelace	R	1.50	2.50	4.00
○ Living Artifact	R	1.50	2.50	3.50
○ Living Lands	R	1.50	2.50	3.50
○ Lord of Atlantis	R	2.00	3.00	4.00
○ Lord of the Pit	R	2.00	3.00	4.00
○ Magnetic Mountain	R	1.50	2.50	3.50
○ Mahamoti Djinn	R	3.00	5.00	7.00
○ Mana Clash	R	1.50	2.50	3.50
○ Mana Flare	R	2.50	3.50	4.50
○ Mana Short	R	1.50	2.50	4.00
○ Mana Vault	R	2.00	3.00	4.00
○ Manabards	R	1.50	2.50	3.50
○ Meeekstone	R	1.50	2.50	4.00
○ Millstone	R	3.00	4.00	5.00
○ Mind Twist	R	3.00	4.00	5.00
○ Mishra's Factory	U	2.00	2.50	3.00
○ Mishra's War Machine	R	1.50	2.50	3.50
○ Nether Shadow	R	1.50	2.50	3.50
○ Nevinyrral's Disk	R	2.00	3.00	4.00
○ Nightmare	R	2.00	3.00	4.00
○ Northern Paladin	R	2.00	3.00	4.00
○ Onulet	R	1.50	2.50	3.50
○ Personal Incarnation	R	1.50	2.50	4.00
○ Pirate Ship	R	1.50	2.50	3.50
○ Power Surge	R	1.50	2.50	3.50
○ Primal Clay	R	1.50	2.50	3.50
○ Psionic Entity	R	1.50	2.50	3.50
○ Purelace	R	1.50	2.50	3.50
● Rag Man	R	1.50	2.50	4.00
● Rebirth	R	1.50	2.50	3.50
● Red Mana Battery	R	2.00	3.00	4.00
● Relic Bind	R	1.50	2.50	3.50
○ Reverse Damage	R	1.50	2.50	4.00
○ Righteousness	R	1.50	2.50	3.50
○ Royal Assassin	R	4.50	6.00	8.00
○ Savannah Lions	R	3.00	4.00	5.00
● Sengir Vampire	U	1.00	2.00	3.00
○ Serra Angel	U	2.00	4.00	5.00
○ Shivan Dragon	R	5.00	7.00	10.00
○ Sleight of Mind	R	1.50	2.50	3.50
○ Smoke	R	1.50	2.50	3.50
○ Sorceress Queen	R	1.50	2.50	4.00
○ Stasis	R	2.00	3.00	4.00
● Strip Mine	U	.75	2.00	2.50
○ Sunglasses of Urza	R	1.50	2.50	3.50
○ Sylvan Library	R	3.00	4.00	5.00
● Tempest Efreet	R	1.50	2.50	3.50
● Tetraurus	R	2.00	3.00	4.00
● The Hive	R	1.50	2.50	3.50
● Thoughtlace	R	1.50	2.50	3.50
● Timber Wolves	R	1.50	2.50	3.50
● Time Elemental	R	1.50	2.50	4.00
● Titania's Song	R	1.50	2.50	3.50
● Triskelion	R	2.00	3.00	4.00
● Urza's Avenger	R	1.50	2.50	3.50
● Verduran Enchantress	R	1.50	2.50	4.00
● Volcanic Eruption	R	1.50	2.50	3.50
● Warp Artifact	R	1.50	2.50	3.50
● Web	R	1.50	2.50	3.50
● White Mana Battery	R	2.00	3.00	4.00
● Will-O'-The-Wisp	R	2.50	3.50	4.50
● Winds of Change	R	2.00	3.00	4.00
● Winter Orb	R	1.50	2.50	4.00
○ Wrath of God	R	3.00	5.00	8.00
● Xenic Poltergeist	R	1.50	2.50	3.50
● Zombie Master	R	1.50	2.50	3.50

SIXTH EDITION VI

WIZARDS OF THE COAST-1998

Full Set (350 cards)	150.00	185.00	190.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	70.00	80.00	110.00
Starter Deck (75 cards)	6.00	8.00	10.00
Starter Box (12 decks)	80.00	90.00	110.00
Unlisted Commons	.25	.50	1.00
Unlisted Uncommons	.10	.20	.25

Unlisted cards are worth the same as their Fifth Edition equivalents.

MONEY MAKER

RECURRING NIGHTMARE

With all the graveyard tricks available in *Odyssey*, players will be looking for more and more **Nightmares**. Though *Survival of the Fittest* is only allowed in Type 1 tournaments now, there are still plenty of cool ways—like **Zombie Infestation**—to fill your graveyard with good stuff. That'll leave 'em ripe for the **Nightmare's pickin'**. It'll jump a couple of bucks in the near future, and keep an eye out for **Freddy Krueger!** *Doooo...* He gives us the willies.



Enchantment

Sacrifice a creature, Return Recurring Nightmare to owner's hand. Put target creature card from your graveyard into play. Play this ability as a sorcery.

"I am confined by sleep and defined by nightmare." —Groxx

Illustration by Jeff Laubenstein

FIFTH EDITION

WIZARDS OF THE COAST-1997

Full Set (434 cards)	180.00	200.00	240.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	75.00	80.00	100.00
Starter Deck (60 cards)	8.00	9.00	10.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Uncommons	.25	.50	1.00
Unlisted Commons	.10	.20	.25

● Adarkar Wastes	R	4.00	5.00	7.00
○ Akron Legionnaire	R	1.50	2.50	4.00
○ Aladdin's Ring	R	1.50	2.50	4.00
○ Air-Hawa Constable	R	1.50	2.50	4.00
○ Animale Well	R	1.50	2.00	3.00
○ Anki of Mishra	R	1.50	2.50	4.00
○ Armageddon	R	3.00	5.00	8.00
○ Aspect of Wolf	R	1.50	2.00	3.50
○ Bad Moon	R	3.00	4.50	6.00
● Ball Lightning	R	4.50	6.00	8.00
● Bar's Cage	R	3.00	4.00	5.00
● Birds of Paradise	R	9.00	14.00	20.00
● Blinking Spirit	R	3.00	4.00	5.00
● Bottle of Suleiman	R	1.50	2.00	3.50
● Bottomless Vault	R	2.00	3.00	4.00
● Broken Visage	R	1.50	2.50	4.00
● Brushland	R	4.00	5.00	7.00
● Caribou Range	R	1.50	2.50	4.00
● City of Brass	R	4.00	5.00	8.00
● Clockwork Beast	R	1.50	2.50	4.00
● Cockatrice	R	1.50	3.00	4.00
● Colossus of Sardia	R	2.00	3.00	4.00
● Coral Helm	R	1.50	2.00	3.00
● Crimson Manticores	R	1.50	2.00	3.50
● Crown of the Ages	R	1.50	2.50	4.00
● Crusade	R	3.00	5.00	7.00
● Dance of Many	R	1.50	2.50	4.00
● Dancing Scimitar	R	1.50	2.00	3.50
● Deflection	R	2.00	3.00	4.00
● Derelcor	R	1.50	3.00	4.00

● Leviathan	R	1.50	2.50	3.50
● Lhugoyf	R	3.00	4.00	6.00
● Living Artifact	R	1.50	2.00	3.00
● Living Lands	R	1.50	2.00	3.00
● Lord of Atlantis	R	3.00	4.00	5.00
● Lord of the Pit	R	2.00	3.00	4.00
● Magical Hack	R	1.50	2.50	3.00
● Magus of the Unseen	R	1.50	2.50	4.00
● Mana Clash	R	1.50	2.50	4.00
● Mana Flare	R	3.00	4.00	5.00
● Mana Short	R	2.00	3.00	4.00
● Manabards	R	1.50	2.00	3.50
● Meeekstone	R	1.50	2.50	4.00
● Millstone	R	3.00	4.00	5.00
● Necropotence	R	3.00	4.00	5.00
● Nether Shadow	R	1.50	2.00	3.50
● Nevinyrral's Disk	R	2.00	3.00	4.00
● Nightmare	R	3.00	4.00	5.00
● Obelisk of Undoing	R	1.50	2.50	4.00
● Orcish Squatters	R	1.50	2.50	4.00
● Order of the S. Torch	R	1.50	2.50	4.00
● Orgg	R	1.50	2.50	4.00
● Pentagon of the Ages	R	1.50	2.50	4.00
● Personal Incarnation	R	1.50	2.50	4.00
● Piranha Beast	R	1.50	2.00	3.50
● Primal Clay	R	1.50	2.00	3.50
● Primal Order	R	1.50	2.50	4.00
● Rag Man	R	1.50	2.50	4.00
● Recall	R	1.50	2.50	4.00
● Reverse Damage	R	1.50	2.50	4.00
● Righteousness	R	1.50	2.00	3.50
● Sand Silters	R	1.50	2.50	4.00
● Sengir Vampire	R	1.50	2.50	4.00
● Seraph	R	3.00	4.00	6.00
● Serpent Generator	R	2.00	3.00	4.00
● Shivan Dragon	R	5.00	7.00	10.00
● Sibilant Spirit	R	1.50	2.50	4.00

● Exile	R	2.00	3.00	4.00
● Fallen Angel	R	2.00	3.00	4.00
● Fervor	R	2.00	3.00	4.00
● Final Fortune	R	2.00	3.00	4.00
● Flash	R	2.00	3.00	4.00
● Forbidden Crypt	R	2.00	3.00	4.00
● Forget	R	1.50	2.50	3.50
● Goblin Warrens	R	1.50	2.50	3.50
● Greed	R	1.50	2.50	4.00
● Grinning Totem	R	3.00	4.00	5.00
● Hammer of Bogardan	R	4.00	6.00	8.00
● Hecatomb	R	1.50	2.50	3.50
● Howling Mine	R	1.50	2.50	3.50
● Hurricane	R	1.50	2.50	3.50
● Icatan Town	R	1.50	2.50	3.50
● Illicit Auction	R	2.00	3.00	4.00
● Infernal Contract	R	1.50	2.50	3.50
● Inferno	R	1.50	2.50	4.00
● Jade Monolith	R	1.50	2.50	3.50
● Jalum Tome	R	1.50	2.50	3.50
● Jekoranhae Tome	R	2.00	3.00	4.00
● Jokulhaugen	R	2.50	3.50	4.50
● Juxtapose	R	1.50	2.50	4.00
● Karpulian Forest	R	4.00	5.00	7.00
● Kjeldoran Royal Guard	R	1.50	2.50	4.00

Unlisted cards are worth the same as their Fifth Edition equivalents.

SEVENTH EDITION

WIZARDS OF THE COAST-2001

Full Set (350 cards)	180.00	190.00	210.00	
Booster Pack	2.50	3.00	3.50	
Booster Box	75.00	85.00	100.00	
Starter Deck	8.00	9.00	10.00	
Unlisted Uncommons	.25	.50	.75	
Unlisted Commons	.10	.20	.25	
Unlisted FOIL Uncommons	1.50	2.50	5.00	
Unlisted FOIL Commons	1.00	1.50	2.00	
<i>The median price for unlisted rare FOIL cards is twice that of its non-FOIL version.</i>				
● Abyssal Horror	R	1.50	2.00	3.00
● Abyssal Specter (Foil)	R	6.00	8.00	12.00
● Adarkar Wastes	R	3.00	5.00	7.00
● Aladdin's Ring (Foil)	R	40.00	50.00	55.00
● Ankh of Mishra	R	1.50	2.50	3.50
● Archangel	R	3.00	5.00	6.00
● Armageddon	R	2.50	3.50	5.00
● Ashen Powder	R	2.00	3.00	4.00
● Balduvian Horde	R	2.00	3.00	4.00
● Birds of Paradise	R	9.00	14.00	20.00
● Brushland	R	3.00	5.00	7.00
● Call of the Wild	R	2.00	3.00	4.00
● Celestial Dawn	R	2.50	3.50	4.50
● City of Brass	R	4.00	5.00	8.00
● Crimson Hellkite	R	3.00	4.00	7.00
● Crusade	R	3.00	4.00	5.00
● Cursed Totem	R	2.00	3.00	4.00
● Diminishing Returns	R	1.50	2.50	3.50
● Dingus Egg	R	1.50	2.50	3.50
● Disrupting Scepter	R	1.50	2.50	3.50
● Doomsday	R	2.00	3.00	4.00
● Dragon Engine	R	1.50	2.50	3.00
● Dense Foliage	R	2.50	3.50	4.50
● Derelcor	R	1.50	2.50	3.50
● Desertion	R	2.00	3.00	4.00
● Diminishing Returns	R	1.50	2.50	3.50
● Dingus Egg	R	1.50	2.50	3.50
● Disrupting Scepter	R	1.50	2.50	3.50
● Doomsday	R	2.00	3.00	4.00
● Dragon Engine	R	1.50	2.50	3.00
● Dense Foliage	R	2.50	3.50	4.50
● Early Harvest	R	1.50	2.50	3.50
● Earthquake	R	2.		

MAGIC

The Gathering®

Price Guide

Circle of Protection: Red (Foil)				
City of Brass	R	2.50	3.50	5.00
City of Brass (Foil)	R	4.00	8.00	8.00
City of Brass	R	40.00	85.00	85.00
Coat of Arms	R	5.00	10.00	13.00
Coat of Arms (Foil)	R	20.00	30.00	40.00
Counterspell (Foil)	C	10.00	18.00	27.00
Creeping Mold (Foil)	U	2.00	3.00	5.00
Crimson Hellkite (Foil)	R	3.00	4.00	7.00
Crimson Hellkite (Foil)	R	12.00	17.00	23.00
Crimson Apprentice	R	1.50	2.00	3.00
Darkest Hour	R	1.50	2.50	3.50
Defection	R	2.00	3.00	4.00
Delusions of Mediocrity	R	1.50	2.00	3.00
Dingus Egg	R	1.50	2.50	3.50
Disenchant (Foil)	C	5.00	8.00	11.00
Disrupting Scepter	R	1.50	2.00	3.00
Dregs of Sorrow	R	1.50	2.00	3.00
Duress	C	5.00	8.00	8.00
Early Harvest	R	1.50	2.00	3.00
Earthquake	R	2.50	3.50	4.50
Earthquake (Foil)	R	10.00	18.00	23.00
Eastern Paladin	R	2.00	3.00	4.00
Elder Druid	R	1.50	2.00	3.00
Elite Archers	R	1.50	2.00	3.00
Elvish Archers	R	1.50	2.50	3.50
Elvish Champion	R	3.00	4.00	5.00
Elvish Piper	R	4.00	6.50	8.00
Elvish Piper (Foil)	R	7.00	10.00	14.00
Ensorning Bridge	R	3.00	4.50	6.00
Ensorning Bridge (Foil)	R	11.00	15.00	18.00
Equilibrium	R	2.50	3.00	4.50
Evacuation	R	1.50	2.00	3.00
Fallen Angel	R	2.00	3.00	4.00
Fallen Angel (Foil)	R	12.00	18.00	25.00
Ferz's Bar	R	1.50	2.00	3.00
Fervor	R	2.00	3.00	4.00
Final Fortune	R	1.50	2.00	3.00
Fire Diamond (Foil)	U	3.00	5.00	7.00
Fleeting Image	R	1.50	2.00	3.00
Flying Carpet	R	1.50	2.00	3.00
Gerrard's Wisdom (Foil)	U	4.00	6.00	8.00
Giant Growth (Foil)	C	3.00	4.50	7.00
Glorious Anthem	R	4.00	5.00	6.00
Glorious Anthem (Foil)	R	10.00	15.00	20.00
Goblin King	R	2.50	3.50	4.50
Grafted Skullcap	R	1.50	2.50	3.50
Grace	R	1.50	2.00	3.00
Howling Mine	R	3.00	5.00	7.00
Howling Mine (Foil)	R	15.00	23.00	30.00
Hurricane	R	1.50	2.00	3.00
Impatience	R	1.50	2.00	3.00
Infernal Contract	R	1.50	2.50	3.50
Inferno	R	1.50	2.00	3.00
Intrigued Hero	R	2.00	3.00	4.00
Jalur Tome	R	1.50	2.00	3.00
Jandor's Saddlebags	R	1.50	2.00	3.00
Jaymedae Tome	R	1.50	2.00	3.00
Karplusan Forest	R	3.00	5.00	8.00
Karplusan Forest (Foil)	R	30.00	35.00	45.00
Keldoran Royal Guard	R	1.50	2.00	3.00
Leanover-Ever (Foil)	C	5.00	8.00	10.00
Lord of Atlantis	R	3.00	4.00	5.00
Lord of Atlantis (Foil)	R	8.00	12.00	18.00
Mahamoti Djinn	R	3.00	4.00	7.00
Mahamoti Djinn (Foil)	R	18.00	25.00	32.00
Mana Clash	R	1.50	2.00	3.00
Mana Short	R	1.50	2.50	3.50
Master Diamond (Foil)	R	4.00	6.00	8.00
Marco	R	1.50	2.50	4.00
Master Healer	R	1.50	2.00	3.00
Mawcor	R	1.50	2.00	3.00
Meekestone	R	1.50	2.50	3.50
Meyrinn	R	2.00	3.00	4.00
Megrin (Foil)	R	5.00	8.00	10.00
Memory Lapse (Foil)	C	3.00	4.00	6.00
Might of Oaks	R	4.00	5.00	8.00
Might of Oaks (Foil)	R	12.00	16.00	20.00
Millstone	R	3.00	4.00	5.00
Millstone (Foil)	R	15.00	24.00	40.00
Nature's Resurgence	R	1.50	2.00	3.00
Nature's Revolt	R	1.50	2.00	3.00
Nightmare	R	3.00	4.00	5.00
Nightmare (Foil)	R	14.00	20.00	24.00
Northern Paladin	R	3.00	4.00	5.00
Olk	R	1.50	2.00	3.00
Opposition	R	3.00	5.00	8.00
Oppression	R	1.50	2.00	3.00
Pariah	R	2.00	3.00	4.00
Persecute	R	2.50	3.50	4.50
Persecute (Foil)	R	10.00	15.00	18.00

STRANGE BREW

HEIL SHATNER

James T. Kirk, Iowa farm boy turned Starfleet captain. But what we want to know is why in the name of the Alpha Quadrant anyone would name their child "Tiberius." His brother was George Samuel Kirk, so maybe Jimmy's folks just hated him alone. We dunno. Maybe he had an illegitimate Roman father or maybe it's Denevian for "he who gets his shirt ripped off a lot and makes it with chicks in miniskirts." Your guess is as good as ours. Although we like to think he wasn't named after the guano-generating Tiberian Bats.



Serra Advocate (Foil)				
U	8.00	13.00	18.00	
Serra Angel	R	4.00	6.00	8.00
Serra Angel (Foil)	R	55.00	65.00	80.00
Serra Ring	R	2.50	4.00	6.00
Jandor's Ring	R	2.50	4.00	6.00
Jandor's Saddlebags	R	2.50	4.00	6.00
Shivan Dragon	R	40.00	50.00	70.00
Shock (Foil)	C	3.00	4.00	6.00
Sky Diamond (Foil)	U	4.00	5.00	7.00
Southern Paladin	R	3.00	4.00	5.00
Spirit Link (Foil)	U	5.00	7.00	11.00
Static Orb	R	4.00	5.00	6.00
Stone Rain (Foil)	C	3.00	4.00	6.00
Storm Cauldron	R	1.50	2.00	3.00
Kird Ape	R	2.00	3.00	4.00
Stronghold Assassin	R	1.50	2.50	3.50
Sulfurous Springs	R	3.00	4.00	6.00
Sulfurous Springs (Foil)	R	30.00	35.00	45.00
Sunweb	R	1.50	2.50	3.50
Tainted Ether	R	1.50	2.00	3.00
Teferi's Puzzle Box	R	1.50	3.00	4.00
Temporal Adept	R	1.50	3.00	4.00
Thom Elemental	R	3.00	4.00	6.00
Trained Orog	R	1.50	2.00	3.00
Uktabi Wildcats	R	1.50	2.50	3.50
Underground River	R	3.00	5.00	7.00
Underground River (Foil)	R	30.00	35.00	45.00
Verduran Enchantress	R	2.00	3.00	4.00
Verduran Enchantress (Foil)	R	6.00	10.00	15.00
Vernal Bloom	R	1.50	2.50	3.50
Vizzerox	R	1.50	2.00	3.00
Volcanic Hammer (Foil)	C	3.00	4.00	7.00
Wall of Wonder	R	1.50	2.00	3.00
Western Paladin	R	2.50	3.50	4.50
Wildfire	R	3.00	4.00	5.00
Worship	R	3.00	4.00	6.00
Wrath (Foil)	R	12.00	20.00	28.00
Wrath of God	R	5.00	7.00	8.00
Wrath of God (Foil)	R	50.00	65.00	80.00
Yavimaya Enchantress (Foil)	U	4.00	6.00	8.00

ARABIAN NIGHTS

WIZARDS OF THE COAST-1993

Full Set (78 cards)				
Abu Ja'far	U	3.00	4.00	6.00
Aladdin	R	3.00	5.00	7.00
Aladdin's Lamp	R	3.00	4.00	6.00
Aladdin's Ring	R	4.00	6.00	8.00
Ali Baba	U	2.00	3.00	4.00
Ali from Cairo	R	40.00	55.00	80.00
Army of Allah	C	2.00	3.50	5.00
Bazaar of Baghdad	R	15.00	21.00	25.00
Bottle of Suliman	R	3.00	4.00	6.00
Brass Man	R	1.50	3.00	4.00
Camel	C	1.00	2.00	3.00
City in a Bottle	R	8.00	9.00	14.00
City of Brass	U	20.00	30.00	40.00
Cyclone	U	2.00	4.00	6.00
Dancing Scimitar	R	2.00	3.00	5.00
Desert	C	1.00	2.50	4.00
Desert Twister	U	2.00	4.00	5.00
Diamond Valley	R	35.00	50.00	60.00
Drop of Honey	R	15.00	30.00	40.00
Ebony Horse	R	2.50	4.00	6.00
El-Hajja	R	3.00	4.00	7.00
Elephant Graveyard	R	14.00	22.00	25.00
Erg Raider	C	1.00	2.00	3.00
Erbann Djinn	R	14.00	18.00	24.00
Eye for an Eye	U	2.00	3.00	6.00
Flying Carpet	U	2.00	3.00	5.00
Flying Men	C	2.50	3.50	5.00
Garrison Beast	R	25.00	48.00	60.00
Serra Advocate	U	1.00	1.50	2.50
Im-Biff Effect	R	12.00	18.00	30.00

ANTIQUITIES

WIZARDS OF THE COAST-1994

Full Set (100 cards)				
Argivian Archaeologist	R	12.00	16.00	30.00
Armageddon Clock	R	2.50	3.50	5.00
Ashnod's Altar	R	1.00	2.00	3.00
Ashnod's Battle Gear	R	1.00	2.00	3.00
Bronze Tablet	R	2.50	3.50	6.00
Candelabrum of Towns	R	24.00	35.00	45.00
Clockwork Awan	R	3.00	4.00	6.00
Colossal Sardis	R	3.00	5.00	7.00
Corbel Helm	R	2.50	3.50	5.00
Corbel's Fane	U	2.00	3.00	4.00
Gaea's Avenger	R	3.00	5.00	8.00
Gate to Physrexia	R	3.00	4.00	6.00
Goliath Sylx	R	2.00	3.00	4.00
Hurkyl's Recall	R	2.00	3.00	7.00
Ivory Tower	U	4.00	6.00	8.00
Jalum Tome	R	2.00	3.00	5.00
Lightstone	U	2.00	3.00	4.00
Milestone	U	4.00	6.00	9.00
Misra's Factory (Fall)	U	5.00	7.00	10.00
Misra's Factory (Spring)	U	4.00	8.00	12.00
Misra's Factory (Summer)	U	8.00	10.00	18.00
Misra's Factory (Winter)	U	8.00	10.00	18.00
Misra's War Machine	R	4.00	5.00	6.00
Obelisk of Undoing	R	5.00	7.00	8.00
Power Artifex	U	4.00	6.00	7.00
Shapeshifter	R	3.00	4.00	5.00
Shatterstorm	R	2.50	3.50	6.00
Strip Mine (Horizon, Even)	U	3.00	6.00	8.00
Strip Mine (Horizon, Uneven)	U	4.50	6.00	8.00
Strip Mine (No Horizon)	U	4.50	6.00	8.00
Strip Mine (Small Tower)	U	7.00	10.00	13.00
Suchi	U	4.00	6.00	8.00
Tavros's Coffin	R	6.00	10.00	12.00
Tetravus	R	3.00	4.00	6.00
The Rack	R	3.00	4.00	5.00
Transmute Artifact	U	3.00	4.00	5.00
Triskelion	R	3.00	4.00	9.00
Ura's Avenger	R	2.50	3.50	6.00
Ura's Miter	R	3.00	4.00	5.00
Yawgmoth Demon	R	3.00	4.00	7.00

LEGENDS

WIZARDS OF THE COAST-1994

Full Set (310 cards)				
Acid Rain	R	8.00	13.00	18.00
Adon Oakshield	R	5.00	7.00	11.00
Akron Legionnaire	R	2.50	3.50	8.00
Al-abara's Carpet	R	4.50	6.00	8.00
Alchor's Tomb	R	5.00	7.00	9.00
All Hallow's Eve	R	15.00	22.00	28.00
Angelic Voices	R	4.00	6.00	8.00
Angus Mackenzie	R	6.00	8.00	11.00
Arbitor	R	3.00	4.00	5.00
Arbaces Sabbath	R	6.00	8.00	13.00
Arena of the Ancients	R	2.00	3.00	5.00
Axford Gunnar	R	3.00	5.00	9.00
Ayesha Tanaka	R	3.00	4.00	7.00
Bartel Runexxe	R	5.00	7.00	11.00
Boris Deviloon	R	5.00	7.00	11.00
Bronze Horse	R	3.00	4.00	5.00
Caron Arts	R	3.00	5.00	8.00
Caverns of Despair	R	3.00	4.00	8.00
Chain Lightning	C	2.00	4.00	5.00
Chains of Might	R	15.00	20.00	25.00
Chromium	R	6.00	9.00	12.00
Cleanse	R	7.00	9.00	12.00
Concordant Crossroads	R	4.00		

● Gravity Sphere	R	6.00	9.00	12.00
○ Greater Realm	U	3.00	4.00	5.00
● Greed	R	3.00	5.00	7.00
● Gwellyn Di Corgi	R	7.00	10.00	15.00
● Halfdane	R	5.00	7.00	9.00
● Hammerdene	U	2.50	3.50	4.50
● Hazzeron Tamar	R	3.00	5.00	7.00
● Hell's Caretaker	R	4.00	6.00	9.00
● Hellfire	R	7.00	10.00	13.00
● Horn of Deafening	R	2.50	3.50	8.00
● Imprison	R	3.00	6.00	8.00
● In the Eye of Chaos	R	4.00	6.00	9.00
● Infernal Medusa	U	3.00	4.00	5.00
● Infinite Authority	R	3.00	4.50	8.00
● Invoke Prejudice	R	6.00	10.00	14.00
● Jacques le Vert	R	6.00	9.00	12.00
● Johan	R	4.00	6.00	10.00
● Jovial Evil	R	7.00	9.00	12.00
● Juxtapose	R	4.00	5.00	8.00
● Karakas	U	2.50	3.50	4.50
● Kei Takahashi	R	3.00	5.00	8.00
● Killer Bees	R	5.00	7.00	9.00
● Knowledge Vault	R	5.00	7.00	10.00
● Kobold Drill Sergeant	U	5.00	7.00	9.00
● Kobold Overlord	R	8.00	11.00	14.00
● Kobold Taskmaster	R	4.50	6.00	10.00
● Lady Caleria	R	4.00	6.00	9.00
● Lady Evangelia	R	5.00	6.00	8.00
● Land Equilibrium	R	7.00	10.00	14.00
● Land Tax	U	3.00	5.00	7.00
● Land's Edge	R	4.00	5.00	8.00
● Life Chisel	U	3.00	4.00	5.00
● Life Matrix	R	4.00	6.00	8.00
● Lifeblood	R	4.50	6.00	8.00
● Living Plane	R	5.00	9.00	12.00
● Livonia Silone	R	5.00	7.00	10.00
● Mana Drain	U	25.00	35.00	50.00
● Mana Matrix	R	5.00	7.00	10.00
● Master of the Hunt	R	7.00	10.00	15.00
● Mirror Universe	R	40.00	50.00	70.00
● Moot	R	35.00	48.00	60.00
● Mold Demon	R	3.00	5.00	8.00
● Nebuchadnezzar	R	4.00	5.00	8.00
● Nether Void	R	27.00	37.00	55.00
● Nicols Bolas	R	8.00	11.00	15.00
● North Star	R	4.00	6.00	8.00
● Nova Pentacle	R	4.50	6.00	12.00
● Palladia-Mors	R	7.00	9.00	13.00
● Pendelhaven	U	3.00	4.00	5.00
● Petra Sphinx	R	3.00	4.00	6.00
● Pixie Queen	R	4.00	5.00	8.00
● Plane Gate	R	5.00	8.00	11.00
● Presence of the Master	U	3.00	4.00	5.00
● Psionic Entity	R	3.00	4.00	6.00
● Quarum Trench Gnomes	R	5.00	7.00	9.00
● Ragnar	R	3.00	4.00	8.00
● Ramses Overdark	R	5.00	7.00	12.00
● Rapid Fire	R	3.00	4.00	8.00
● Rasputin Dreamweaver	R	4.00	6.00	8.00
● Rebirth	R	3.00	4.00	5.00
● Recall	R	4.00	6.00	8.00
● React	R	3.00	4.00	5.00
● Revelation	R	3.00	4.00	7.00
● Reverberation	R	3.00	6.00	9.00
● Ring of Immortals	R	5.00	7.00	10.00
● Rohgahn of Kher Keep	R	6.00	8.00	10.00
● Rubinia Soluslinger	R	4.50	6.00	10.00
● Sentinel	R	3.00	4.50	6.00
● Serpent Generator	R	4.00	5.00	8.00
● Sol'kamar Swamp King	R	5.00	8.00	11.00
● Spectral Cloak	R	3.00	4.00	5.00
● Spinal Villain	R	4.00	7.00	10.00
● Spirit Link	R	3.00	4.00	5.00
● Spiritual Sanctuary	R	5.00	7.00	10.00
● Stang	R	3.00	4.50	8.00
● Storm Seeker	U	2.00	3.00	4.50
● Sunlight	R	3.00	5.00	7.00
● Storm World	R	3.00	5.00	7.00
● Sword of the Ages	R	10.00	15.00	20.00
● Sylvan Library	R	4.00	5.00	8.00
● Telekenesis	R	4.00	6.00	8.00
● Teleport	R	3.00	5.00	8.00
● Tempest Erret	R	2.50	3.50	5.00
● Tetsuo Umeyawa	R	8.00	11.00	14.00
● The Abyss	R	35.00	50.00	65.00
● The Tabernacle at P.Y.	R	16.00	21.00	27.00
● The Wretched	R	3.00	5.00	9.00
● Thunder Spirit	R	12.00	18.00	28.00
● Time Elemental	R	4.00	7.00	12.00
● Toleria	R	2.00	4.00	5.00
● Triassic Egg	R	3.00	4.00	8.00
● Tuknir Deathlock	R	4.50	6.00	8.00
● Typhoon	R	3.00	4.00	8.00
● Underworld Dreams	U	15.00	24.00	30.00
● Ur-Drage	R	3.00	4.50	8.00
● Urborg	U	2.00	3.00	4.00
● Vaevictis Asmadi	R	7.00	9.00	12.00
● Voodoo Doll	R	3.00	4.00	5.00
● Wall of Opposition	R	2.50	3.50	6.00
● Willow Satyr	R	4.00	5.00	8.00
● Winter Blast	R	3.00	4.00	6.00
● Wood Elemental	R	3.00	4.00	6.00
● Xira Arien	R	3.00	4.50	8.00

THE DARK

WIZARDS OF THE COAST-1994

Full Set (119 cards)	100.00	120.00	140.00
Booster Pack (9 cards)	7.00	8.00	10.00
Booster Box (60 packs)	290.00	305.00	320.00
Unlisted Commons	1.00	2.00	3.00
Unlisted Commons25	.50	.75

UP YOUR SLEEVE

TASKS AT HAND

Here's a card with some nasty combo potential. Since the Magic rules now let you activate en-Kor creatures as many times as you want to, just point one at your Task Force, giving it nigh-infinite toughness. Then sacrifice it to Worthy Cause and gain a kazillion life. Or to be even meaner, About Face the Force and then attack with it, Fling it at your opponent or knock out his library with Altar of Dementia. Who in the heck says the Task Force is a crappy card? It's a force to be reckoned with, most definitely.



Whenever Task Force becomes the target of a spell or ability, it gets +0/+3 until end of turn.

They are the reflection of Rushwood's glow on the edge of a wooden sword.

FALLEN EMPIRES

WIZARDS OF THE COAST-1994

Full Set (187 cards)	30.00	40.00	45.00
Booster Pack (8 cards)75	1.50	1.50
Booster Box (60 packs)	35.00	40.00	50.00
Unlisted Commons50	1.00	2.00
Unlisted Commons10	.20	.25

● Deflection	R	3.00	4.00	5.00
● Demonic Consultation	U	.75	1.50	2.00	2.50
● Despotic Scepter	R	1.50	2.50	3.50	4.00
● Dread Wight	R	1.00	2.00	3.00	4.00
● Dwarrow Armory	R	1.50	2.50	4.00	5.00
● Earthlink	R	1.00	2.00	3.00	4.00
● Elder Druid	R	1.50	2.50	3.50	4.00
● Elemental Augury	R	1.50	2.00	3.00	4.00
● Elkin Bott	R	1.50	2.50	3.50	4.00
● Enduring Renewal	R	2.50	4.00	6.00	8.00
● Energy Storm	R	1.00	2.00	3.00	4.00
● Fiery Justice	R	1.50	2.00	3.00	4.00
● Flooded Woodlands	R	1.50	2.00	3.00	4.00
● Flaw of Maggots	R	1.50	2.00	3.00	4.00
● Forbidden Lore	R	1.50	2.00	3.00	4.00
● Formation	R	1.00	2.00	3.00	4.00
● Freyalise's Winds	R	1.50	2.00	3.00	4.00
● Fyndhorn Polen	R	1.50	2.00	3.00	4.00
● Game of Chaos	R	1.50	2.00	3.00	4.00
● General Jarlakid	R	1.50	2.00	3.00	4.00
● Ghostly Flame	R	1.00	2.00	3.00	4.00
● Glacial Crevasses	R	1.50	2.00	3.00	4.00
● Glaciore	R	1.50	2.00	3.00	4.00
● Goblin Flitilla	R	.75	1.00	1.50	2.00
● Goblin Warrens	R	.75	1.00	1.50	2.00
● Hand of Justice	R	1.00	2.00	3.00	4.00
● Hollow Tree	R	.75	1.00	1.50	2.00
● Homard Shaman	R	.75	1.00	1.50	2.00
● Icayan Lieutenant	R	.75	1.00	1.50	2.00
● Icayan Skirmisher	R	.75	1.00	1.50	2.00
● Icayan Store	R	1.00	2.00	3.00	4.00
● Icayan Town	R	.75	1.00	1.50	2.00
● Implements of Sacrifice	R	.75	1.00	1.50	2.00
● Org	R	2.00	3.00	4.00	5.00
● Rainbow Vale	R	1.50	2.50	3.50	4.00
● Ring of Renewal	R	.75	1.00	1.50	2.00
● River Merfolk	R	1.00	2.00	3.00	4.00
● Sand Silos	R	.75	1.00	1.50	2.00
● Spirit Shield	R	.75	1.00	1.50	2.00

● Jokulhaups	R	3.00	4.00	5.00
● Karpilus- Forest	R	3.00	5.00	7.00
● Karpilus Yeti	R	1.50	2.50	3.50
● Keldoran Knight	R	1.50	2.00	3.00
● Keldoran Phalanx	R	1.50	2.00	3.00
● Keldoran Royal Guard	R	1.00	2.00	3.00
● Krovilan Vampire	U	1.00	2.00	3.00	4.00
● Land Cap	R	1.00	2.00	3.00
● Lava Tubes	R	1.00	2.00	3.00
● Lhurgoyf	R	3.00	4.00	5.00
● Lightning Blow	R	1.50	2.00	3.00
● Lost Order of Jarlakid	R	1.50	2.00	3.00
● Magus of the Unseen	R	1.50	2.50	3.50
● Marion Stronghold	R	2.00	3.00	4.00
● Mercenaries	R	1.50	2.00	3.00
● Merike Ri Berit	R	1.50	2.50	3.50
● Mesmeric Trance	R	1.50	2.00	3.00
● Mind Whip	R	1.50	2.00	3.00
● Mimic of Leshes	R	2.00	3.00	4.00
● Mimic of Tevezh Szat	R	2.00	3.00	4.00
● Monsoon	R	1.50	2.00	3.00
● Mountain Titan	R	1.50	2.00	3.00
● Mudslide	R	1.50	2.00	3.00
● Musician	R	1.50	2.00	3.00
● Mystic Might	R	1.50	2.00	3.00
● Naked Singularity	R	2.00	3.00	4.00
● Necropotence	R	3.00	4.00	6.00
● Orioch Librarian	R	1.50	2.50	3.50
● Orioch Squatters	R	1.50	2.50	3.50
● Order of the S. Torch	R	2.00	3.00	4.00
● Pao	R	2.00	3.00	4.00
● Pygmy Allosaurus	R	1.00	2.00	3.00
● Reality Twist	R	1.50	2.50	3.50
● Reclamation	R	2.00	3.00	4.00
● Ritual of Subdua	R	1.50	2.00	3.00
● River Delta	R	1.50	2.00	3.00
● Runed Arch	R	1.50	2.00	3.00
● Saraph	R	3.00	4.00	5.00
● Shyft	R	1.50	2.50	3.50
● Sibiant Spirit	R	1.50	2.50	3.50
● Skeleton Ship	R	1.00	2.00	3.00
● Snow Fortress	R	1.50	2.00	3.00
● Snowblind	R	1.50	2.00	3.00
● Soldevi Golem	R	1.50	2.00	3.00
● Spills of Evil	R	2.00	3.00	4.00
● Spills of War	R	1.50	2.50	4.00
● Staff of the Ages	R	1.50	2.00	3.00
● Stampede	R	1.50	2.50	3.50
● Storm Spirit	R	1.50	2.00	3.00
● Stormbind	R	2.50	3.50	4.50
● Stronghold Cabal	R	1.00	2.00	3.00
● Stunted Growth	R	1.50	2.50	3.50
● Sulfurous Springs	R	3.00	5.00	8.00
● Swords to Plowshares	U	.75	1.50	2.00	3.00
● Timberline Ridge	R	1.50	2.00	3.00
● Time Bomb	R	1.50	2.50	3.50
● Total War	R	1.50	2.00	3.00
● Trailblazer	R	2.00	3.00	4.00
● Underground River	R	3.00	5.00	7.00
● Veldt	R	1.00	2.00	3.00
● Vexing Arcanix					

MAGIC

The Gathering®

Price Guide

Palladia-Mors	R	2.00	3.00	4.00
Petra Sphinx	R	1.50	2.50	3.50
Rakulte	R	.75	1.00	1.50
Recall	U	1.00	1.50	2.00
Revelation	R	1.00	2.00	3.00
Rubinia Soulsinger	R	1.00	2.00	3.00
Safe Haven	R	1.50	2.50	3.50
Sentinel	R	1.50	2.00	3.00
Serpent Generator	R	1.00	2.00	3.00
Sol'kanar Swamp King	R	1.50	2.50	3.50
Stargazer	R	1.50	2.00	3.00
Teleport	R	1.00	2.00	3.00
The Wretched	R	1.00	2.00	3.00
Triassic Egg	R	.75	1.00	1.50
Vaeviscus Asmadi	R	2.00	3.00	4.00
Voodoo Doll	R	.75	1.00	1.50
Xira Arien	R	1.50	2.00	3.00
Yawgmouth Demon	R	1.00	2.00	3.00

HOMELANDS

WIZARDS OF THE COAST-1995

Full Set (15 cards)	40.00	50.00	60.00
Booster Pack (8 cards)	1.50	2.00	3.00
Booster Box (60 packs)	60.00	75.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

An-Zerrin Ruins	R	.75	1.00	1.50
Anaba Ancestor	R	.75	1.00	1.50
Anaba Spirit Crafter	R	.75	1.00	1.50
Apocalypse Chime	R	.75	1.00	1.50
Autumn Willow	R	3.00	4.00	5.00
Aysan Crusader	R	.75	1.00	1.50
Aysan Highway	R	1.00	2.00	3.00
Baki's Curse	R	.75	1.00	1.50
Baron Sengir	R	3.00	5.00	7.00
Beast Walker	R	.75	1.00	1.50
Broken Visage	R	.75	1.00	1.50
Chain Stasis	R	.75	1.00	1.50
Digderidoo	R	.75	1.00	1.50
Dwarven Pony	R	.75	1.00	1.50
Dwarven Sea Clan	R	.75	1.00	1.50
Faerie Noble	R	1.00	1.50	2.00
Feroz's Ban	R	.75	1.00	1.50
Forget	R	.50	.75	1.00
Grandmother Sengir	R	.75	1.00	1.50
Hazuldr the Abbot	R	.75	1.00	1.50
Heart Wolf	R	.75	1.00	1.50
Ironclaw Curse	R	.50	.75	1.00
Koskun Falls	R	1.00	1.50	2.00
Leeches	R	.75	1.00	1.50
Mammoth Harness	R	.75	1.00	1.50
Marjan	R	.75	1.00	1.50
Mystic Decree	R	1.00	2.00	3.00
Narwahl	R	.75	1.00	1.50
Primal Order	R	.75	1.00	1.50
Reveka, Wizard Savant	R	.75	1.00	1.50
Rysorian Badger	R	1.00	1.50	2.00
Sengir Autocrat	R	1.00	1.50	2.00
Serra Avary	R	1.00	2.00	3.00
Soraya the Falconer	R	1.00	1.50	2.00
Timmerian Fiends	R	1.00	1.50	2.00
True	R	.75	1.00	1.50
Veldrane of Sengir	R	.75	1.00	1.50
Wall of Kelp	R	.50	.75	1.00
Willow Priestess	R	1.00	1.50	2.00
Winter Sky	R	.75	1.00	1.50

ALLIANCES

WIZARDS OF THE COAST-1996

Full Set (144 cards)	90.00	110.00	150.00
Booster Pack (12 cards)	2.50	3.50	5.00
Booster Box (48 packs)	100.00	110.00	140.00
Unlisted Uncommons	.75	1.00	1.50
Unlisted Commons	.10	.25	.35

ALLIANCES

WIZARDS OF THE COAST-1996

Full Set (144 cards)	90.00	110.00	150.00
Booster Pack (12 cards)	2.50	3.50	5.00
Booster Box (48 packs)	100.00	110.00	140.00
Unlisted Uncommons	.75	1.00	1.50
Unlisted Commons	.10	.25	.35

Ashnod's Cylis	R	1.50	2.50	3.50
Baldavian Horde	R	3.00	4.00	6.00
Baldavian Trading Post	R	1.00	2.00	3.00
Chaos Harlequin	R	1.50	2.50	4.00
Diminishing Returns	R	1.50	2.50	3.50
Dystopia	R	2.00	3.00	4.00
Exile	R	2.50	3.50	5.00
Fatal Lore	R	3.00	4.00	5.00
Floodwater Dam	R	1.00	2.00	3.00
Force of Will	U	7.00	9.00	11.00
Gargantuan Gorilla	R	1.00	2.00	3.00
Guthra's Scepter	R	2.00	3.00	4.00
Heart of Yavimaya	R	2.00	3.00	4.00

MONEY MAKER

CHRONATOG

Who's that chomping at the door? Must be Chronatog and its band of weird, wild beasties. *Odyssey's* brought us a bevy of new atogs and, in doing so, rekindled the flame for the originals. Each of the other four old ones has a new incarnation in the latest set, but Chronatog's the odd one out. It's the only one who eats time. That uniqueness—in addition to its rarity—will give you good reason to see it bump up a buck or two in coming months. Even though it's the black sheep of the family, no atog deck is complete without it.



Skip your next turn: Chronatog gets +3/+3 until end of turn. Use this ability only once each turn.

For the chromatog, there is no meal like the present.

MIRAGE

WIZARDS OF THE COAST-1996

Full Set (335 cards)	150.00	180.00	210.00
Booster Pack (15 cards)	3.00	4.00	5.00
Booster Box (36 packs)	85.00	95.00	125.00
Starter Deck (60 cards)	9.00	10.00	12.00
Starter Box (12 decks)	60.00	95.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

Ashen Powder	R	2.00	3.00	4.00
Asimira, Holy Avenger	R	1.50	2.50	3.50
Auspicious Ancestor	R	2.00	3.00	4.00
Barreling Attack	R	1.50	2.50	3.50
Bazaar of Wonders	R	2.00	3.00	4.00
Bone Mask	R	1.50	2.50	3.50
Bushwagg	R	1.00	2.00	3.00
Cadaverous Bloom	R	3.00	4.00	5.00
Canopy Dragon	R	2.00	3.00	4.50
Carroll	R	3.00	4.00	5.00
Catacomb Dragon	R	3.00	4.50	6.00
Celestial Dawn	R	2.00	3.00	4.00
Chaosphere	R	1.00	2.00	3.50
Circle of Despair	R	1.50	2.50	3.50
Crimson Hellkite	R	3.00	4.00	6.00
Cursed Totem	R	2.00	3.00	4.00
Cycle of Life	R	1.00	2.00	3.00
Daring Apprentice	R	2.00	3.00	4.00
Discordant Spirit	R	2.00	3.00	4.00
Dissipate	U	1.00	2.00	3.00
Divine Retribution	R	2.00	3.00	4.00
Early Harvest	R	1.50	2.50	3.50
Emberwilde Caliph	R	2.00	3.00	4.00
Emberwilde Djinn	R	1.00	2.00	3.00
Energy Bolt	R	1.00	2.00	3.00
Energy Vortex	R	2.00	3.00	4.00
Enlightened Tutor	R	1.50	2.50	3.50
Forsaken Wastes	R	2.00	3.00	4.00
Frenetic Etreat	R	2.00	3.00	4.00
Grim Feast	R	2.00	3.00	4.00
Grimnir Totem	R	3.00	4.00	5.50
Hakim, Loreweaver	R	2.00	3.00	4.00

Reflect Damage	R	2.00	3.00	4.00
Reparations	R	1.50	2.50	3.50
Rock Boosliek	R	2.00	3.00	4.00
Sacred Mesa	R	1.00	2.00	3.00
Seeds of Innocence	R	1.00	2.00	3.00
Shallow Grave	R	2.00	3.00	4.00
Shaku, Endbringer	R	1.50	2.50	3.50
Shimmer	R	2.00	3.00	4.00
Sidar Jabari	R	1.50	2.50	4.00
Sky Diamond	U	.75	1.50	2.00
Soul Echo	R	1.50	2.50	3.50
Spectral Guardian	R	2.00	3.00	4.00
Spirit of the Night	R	4.50	6.50	8.50
Subterranean Spirit	R	2.00	3.00	4.00
Surweb	R	1.50	2.50	3.50
Tainted Specter	R	2.00	3.00	4.00
Tefet's Imp	R	2.00	3.00	4.00
Tefet's Isle	R	3.00	4.00	5.00
Telim' Tor	R	2.00	3.00	4.00
Telim' Tor's Edict	R	2.00	3.00	4.00
Tombstone Stairwell	R	2.00	3.00	4.00
Torrent of Lava	R	2.00	3.00	4.00
Uktabi Wildcats	R	1.50	2.50	4.00
Unfulfilled Desires	R	1.50	2.50	3.50
Ventifire Bottles	R	2.00	3.00	4.00
Volcanic Dragon	R	3.00	4.00	6.00
Waiting in the Weeds	R	1.50	2.50	3.50
Warping Worm	R	2.00	3.00	4.00
Yare	R	1.50	2.50	3.50
Zirian of the Claw	R	3.00	4.00	5.00
Zuberi, Golden Feather	R	3.00	4.00	5.00

● Aku Djinn	R	2.00	3.00	4.00
● Anvil of Bogardan	R	2.00	3.00	4.00
● Archangel	R	3.00	5.00	6.00
● Bogardan Phoenix	R	1.50	2.50	3.50
● Breathstealer's Crypt	R	1.50	2.50	3.50
● Chronatog	R	3.00	4.00	5.00
● City of Solitude	R	3.00	4.00	6.00
● Corrosion	R	1.50	2.50	3.50
● Creeping Mold	U	1.00	1.50	2.00
● Desert	R	2.00	3.00	4.00
● Diamond Kaleidoscop	R	2.00	3.00	4.00
● Elkin Lair	R	1.50	2.50	3.50
● Equipoise	R	1.50	2.50	3.50
● Eye of Singularity	R	1.50	2.50	3.50
● Femiclef Enchantress	R	2.00	3.00	4.00
● Firestorm Hellkite	R	2.00	3.00	5.00
● Flooded Shoreline	R	1.50	2.50	3.50
● Forbidden Ritual	R	1.50	2.50	3.50
● Griffon Canyon	R	3.00	4.00	5.00
● Guiding Spirit	R	1.50	2.50	3.50
● Kaevira's Spike	R	2.00	3.00	4.00
● Katakabic Winds	R	1.50	2.50	3.50
● Kookus	R	1.50	2.50	3.50
● Lichenthrope	R	1.50	2.50	3.50
● Lightning Cloud	R	1.50	2.50	3.50
● Longbow Archer	U	.75	1.50	2.00
● Magma Mine	R	1.50	2.50	3.50
● Natural Order	R	3.00	4.00	5.00
● Necrosavant	R	1.50	2.50	3.50
● Ogre Enforcer	R	1.50	2.50	3.50
● Phryxian Marauder	R	3.00	4.00	5.00
● Pillar Tombs of Aku	R	2.00	3.00	4.00
● Pygmy Hippo	R	2.00	3.00	4.00
● Quirion Druid	R	2.00	3.00	4.00
● Rainbow Ereat	R	2.00	3.00	4.00
● Relentless Assault	R	2.00	3.00	4.00
● Retribution of the Meek	R	1.50	2.50	3.50
● Righteous War	R	1.50	2.50	3.50
● Rowen	R	2.00	3.00	4.00
● Sands of Time</td				

○ Abeyance	R	3.00	4.00	6.00
○ Abortion	R	2.00	3.00	4.00
○ Alabaster Dragon	R	3.00	4.50	6.00
○ Ancestral Knowledge	R	2.00	3.00	4.00
○ Arizva	R	1.50	2.50	3.50
○ Bone Dancer	R	2.00	3.00	4.00
○ Bossum Strip	R	2.00	3.00	4.00
○ Bubble Matrix	R	1.50	2.50	3.50
○ Buried Alive	R	2.00	4.00	6.00
○ Call of the Wild	R	2.00	3.00	4.00
○ Debt of Loyalty	R	2.00	3.00	4.00
○ Dense Foliage	R	2.50	3.50	4.50
○ Doomsday	R	2.00	3.00	4.00
○ Dwarrow Thaumaturgist	R	1.50	2.50	3.50
○ Ertai's Familiar	R	2.00	3.00	4.00
○ Fervor	R	2.00	3.00	4.00
○ Firestorm	R	2.00	3.00	4.00
○ Fungus Elemental	R	2.50	3.50	4.50
○ Geed's Blessing	U	1.50	3.00	4.00
○ Gallowbraid	R	2.00	3.00	4.00
○ Gemstone Mine	U	1.50	3.00	4.00
○ Goblin Bomb	R	2.50	3.50	4.50
○ Heart of Bogardan	R	2.00	3.00	4.00
○ Heat Stroke	R	2.00	3.00	4.00
○ Infernal Tribute	R	2.00	3.00	4.00
○ Inner Sanctum	R	2.00	3.00	4.00
○ Liege of the Hollows	R	2.00	3.00	4.00
○ Lotus Vale	R	4.00	6.00	8.00
○ Mana Web	R	2.00	3.00	4.00
○ Maraxus of Keld	R	2.00	3.00	4.00
○ Morifin	R	2.00	3.00	4.00
○ Mwunvuli Ooze	R	1.50	2.50	4.00
○ Nature's Resurgence	R	2.00	3.00	4.00
○ Null Rod	R	3.00	4.00	5.00
○ Paradigm Shift	R	1.50	2.50	3.50
○ Peacekeeper	R	2.00	3.00	4.00
○ Pendrel Mists	R	2.50	3.50	4.50
○ Psychic Vortex	R	1.50	2.50	3.50
○ Scorched Ruins	R	2.00	3.00	4.00
○ Serenity	R	2.50	3.50	4.50
○ Southern Paladin	R	2.00	3.00	4.00
○ Tarif	R	2.50	3.50	4.50
○ Thrall Tome	R	2.00	3.00	4.00
○ Thundermare	R	3.00	4.00	6.00
○ Tolarian Entrancer	R	2.00	3.00	4.00
○ Tolarian Serpent	R	2.00	3.00	4.00
○ Tranquill Grove	R	1.50	2.50	3.50
○ Urborg Justice	R	2.00	3.00	4.00
○ Urborg Stalker	R	2.00	3.00	4.00
○ Wave of Terror	R	2.00	3.00	4.00
○ Well of Knowledge	R	2.00	3.00	4.00
○ Winding Canyon	R	2.00	3.00	4.00
○ Xanthic Statue	R	2.00	3.00	4.00

TEMPEST

WIZARDS OF THE COAST-1997

Full Set (335 cards)	185.00	195.00	210.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	90.00	100.00	115.00
Starter Deck (60 cards)	8.00	9.00	10.00
Starter Box (12 decks)	85.00	90.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

○ Altar of Dementia	R	2.00	4.00	5.00
○ Aluren	R	3.00	5.00	7.00
○ Apocalypse	R	1.50	2.50	4.50
○ Auratog	R	1.50	2.50	3.50
○ Avenging Angel	R	2.50	3.50	5.00
○ Believing Fiend	R	1.50	2.50	3.50
○ Bentthic Behemoth	R	2.00	3.00	4.00
○ Bell	U	.75	1.50	2.00
○ Bloody Trap	R	2.00	3.00	8.00
○ Bottle Gnomes	U	.75	1.50	2.00
○ Bounty Hunter	R	2.00	3.00	4.50
○ Caldera Lake	R	2.50	3.50	5.00
○ Canyon Drake	R	2.00	3.00	4.00
○ Carrionette	R	2.00	3.00	4.00
○ Chaotic Goo	R	2.00	3.00	5.00
○ Coffin Queen	R	3.00	4.00	5.00
○ Cold Storage	R	1.50	2.50	3.50
○ Comm. Graven	R	3.00	5.00	7.00
○ Corpus Dance	R	2.00	3.00	6.50
○ Crazed Amordon	R	1.50	2.50	3.50
○ Cursed Scroll	R	9.00	14.00	17.00
○ Deshead	R	2.00	3.00	4.00
○ Death Pits of Rath	R	2.50	3.50	4.50
○ Dircowl Wurm	R	3.00	4.00	5.00
○ Dracoplasm	R	2.00	3.00	4.00
○ Dregs of Sorrow	R	2.00	3.00	4.00
○ Duplicit	R	2.00	3.00	4.00
○ Earthcraft	R	2.00	3.00	4.00
○ Echo Chamber	R	2.00	3.00	4.00
○ Eladann, Lord of Leaves	R	3.00	4.00	5.00
○ Eladann's Vineyard	R	3.00	4.00	6.00
○ Elven Warhounds	R	1.50	2.50	3.50
○ Emerald Medallion	R	2.50	3.50	4.50
○ Enmies Tome	R	2.00	3.00	4.00
○ Energizer	R	2.00	3.00	4.00
○ Ertai's Meddling	R	2.00	3.00	4.00
○ Escaped Shapeshifter	R	2.00	3.00	4.00
○ Extinct	R	2.00	3.00	4.00
○ Fevered Convulsions	R	2.00	3.00	4.00
○ Field of Souls	R	2.00	3.00	4.00
○ Flowstone Sculpture	R	2.50	3.50	4.50
○ Flowstone Wyvern	R	2.00	3.00	4.00
○ Foul's Tome	R	2.00	3.00	4.00
○ Fugitive Druid	R	2.50	3.50	4.50
○ Furnace of Rath	R	2.00	3.00	4.00
○ Gerrard's Battle Cry	R	2.00	3.00	5.00

STRANGE BREW

THE FROG PRINCE

Frog legs, anyone? Guaranteed yummy! We can only think of one thing worse than being beaten by a giant frog. That's being beaten by a giant frog in effeminate, purple and pink striped tights. And the only thing worse than that is being beaten by a frog in tights with clashing fairy shoes. Do you think that the victims and nations conquered by Ploogak could ever walk down the street without feeling totally humiliated—even in the company of such losers as Carrot Top, D.J. and Jar Jar Binks? Truly a fate worse than death.



M. Ploogak the Conqueror

If Ploogak is alive after combat, add +2 Vitality for each living Stag Beast for control of the space. Only one per space per player.

Stag Beast

○ Limited Resources	R	2.00	3.00	4.00
○ Manabond	R	2.50	3.50	4.50
○ Memory Crystal	R	2.00	3.00	4.50
○ Mindless Automaton	R	1.50	2.50	4.00
○ Mirri, Cat Warrior	R	2.00	4.00	5.00
○ Monstrous Hound	R	2.00	3.00	4.00
○ Null Brooch	R	2.00	3.00	4.00
○ Oath of Druids	R	2.00	3.00	4.00
○ Death of Ghouls	R	1.50	2.50	3.50
○ Oath of Liges	R	1.50	2.50	3.50
○ Oath of Mages	R	1.50	2.50	3.50
○ Oath of Scholars	R	1.50	2.50	3.50
○ Ogre Shaman	R	1.50	2.50	3.50
○ Paladon en-Vec	R	3.00	4.00	6.00
○ Pandemonium	R	4.00	5.00	6.00
○ Pit Spawn	R	3.00	4.00	5.00
○ Plaguebeard	R	2.00	3.00	4.00
○ Ravenous Baboons	R	1.50	2.50	3.50
○ Recurring Nightmare	R	1.00	2.00	3.00
○ Seismic Assault	R	3.00	4.00	5.00
○ Skyshrub War Beast	R	2.00	3.00	4.00
○ Sphere of Resistance	R	2.00	3.00	5.00
○ Spike Hatcher	R	1.50	2.50	4.00
○ Spike Weaver	R	3.00	4.00	5.00
○ Survival of the Fittest	R	3.00	5.00	7.00
○ Thalakos Drifters	R	1.50	2.50	4.00
○ Thopter Squadron	R	1.50	2.50	3.50
○ Wall of Nets	R	1.50	2.50	3.50
○ Workhorse	R	1.50	2.50	3.50

STRONGHOLD

WIZARDS OF THE COAST-1998

Full Set (143 cards)	110.00	120.00	140.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	80.00	90.00	100.00
Starter Box (12 decks)	85.00	95.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

○ Cataclysm	R	3.00	4.00	5.00
○ City of Traitors	R	2.00	3.00	4.00
○ Coat of Arms	R	8.00	12.00	16.00
○ Convalescence	R	1.50	2.50	3.50
○ Dominating Lich	R	3.00	4.00	5.00
○ Entropic Specter	R	1.50	2.50	4.00
○ Ephemerol	R	2.00	3.00	4.00
○ Equilibrium	R	2.50	3.50	4.50
○ Erratic Portal	R	2.00	3.00	4.00
○ Ertai, Wizard Adept	R	3.00	5.00	7.00
○ Exalted Dragon	R	2.00	3.00	4.00
○ Fighting Chance	R	1.50	2.50	3.50
○ Forbidding	U	1.00	2.00	2.50
○ Hatred	R	4.00	5.00	7.00
○ Limited Resources	R	2.00	3.00	4.00
○ Mana Bond	R	2.50	3.50	4.50
○ Memory Crystal	R	2.00	3.00	4.50
○ Mind Over Matter	R	2.00	4.00	5.00
○ Minelife Automaton	R	1.50	2.50	4.00
○ Mirri, Cat Warrior	R	2.00	4.00	5.00
○ Monstrous Hound	R	2.00	3.00	4.00
○ Null Brooch	R	2.00	3.00	4.00
○ Oath of Druids	R	2.00	3.00	4.00
○ Death of Ghouls	R	1.50	2.50	3.50
○ Oath of Liges	R	1.50	2.50	3.50
○ Oath of Mages	R	1.50	2.50	3.50
○ Oath of Scholars	R	1.50	2.50	3.50
○ Ogre Shaman	R	1.50	2.50	3.50
○ Pandemonium	R	4.00	5.00	6.00
○ Pit Spawn	R	3.00	4.00	5.00
○ Plaguebeard	R	2.00	3.00	4.00
○ Ravenous Baboons	R	1.50	2.50	3.50
○ Recurring Nightmare	R	1.00	2.00	3.00
○ Seismic Assault	R	3.00	4.00	5.00
○ Skyshrub War Beast	R	2.00	3.00	4.00
○ Sphere of Resistance	R	2.00	3.00	5.00
○ Spike Hatcher	R	1.50	2.50	4.00
○ Spike Weaver	R	3.00	4.00	5.00
○ Survival of the Fittest	R	3.00	5.00	7.00
○ Thalakos Drifters	R	1.50	2.50	4.00
○ Thopter Squadron	R	1.50	2.50	3.50
○ Wall of Nets	R	1.50	2.50	3.50
○ Workhorse	R	1.50	2.50	3.50

MAGIC

The Gathering®

Price Guide

● Phryxian Colossus	...R	3.00	4.00	5.00
● Phryxian Processor	...R	4.50	6.00	8.00
● Phryxian Tower	...R	2.00	3.00	4.00
● Planar Birth	...R	2.00	3.00	4.00
● Purging Scythe	...R	1.50	2.50	4.00
● Recantation	...R	1.50	2.50	3.50
● Remembrance	...R	2.00	3.00	4.00
● Reprocess	...R	1.50	2.50	4.00
● Rubbling Crescendo	...R	1.50	2.50	4.00
● Runes of Prot: Lands	...R	1.50	2.50	3.50
● Scoria Wurm	...R	1.50	2.50	4.00
● Serum Avatar	...R	9.00	14.00	17.00
● Serum's Embrace	...U	1.00	1.50	2.50
● Serum's Liturgy	...R	1.50	2.50	3.50
● Serum's Sanctum	...R	3.00	4.00	5.00
● Shiva's Gorge	...R	2.00	3.00	4.00
● Shivan Hellkite	...R	4.00	5.00	6.00
● Show and Tell	...R	1.50	2.50	3.50
● Sleeper Agent	...R	1.50	2.50	3.50
● Smokeystack	...R	2.00	3.00	4.00
● Sneak Attack	...R	5.00	7.00	8.00
● Somnophyte	...R	2.00	3.00	4.00
● Soul Sculptor	...R	1.50	2.50	4.00
● Sporegenesis	...R	1.50	2.50	4.00
● Stroke of Genius	...R	4.00	5.00	7.00
● Sulfonic Vapors	...R	1.50	2.50	4.00
● Sunder	...R	2.00	3.00	4.50
● Tainted Ether	...R	1.50	2.50	4.00
● Temporal Aperture	...R	2.00	3.00	4.50
● Thran Quarry	...R	3.00	4.00	7.00
● Time Spiral	...R	3.00	4.00	5.00
● Tolarian Academy	...R	5.00	7.00	8.00
● Umbilicus	...R	1.50	2.50	4.00
● Veilbuld	...R	1.50	2.50	3.50
● Veiled Crocodile	...R	1.50	2.50	3.50
● Vernal Bloom	...R	3.00	4.00	5.00
● Voltic Key	...U	1.50	3.00	5.00
● Western Paladin	...R	2.00	3.00	4.00
● Whetstone	...R	1.50	2.50	3.50
● Whirlwind	...R	1.50	2.50	3.50
● Wildfire	...R	3.00	4.00	5.00
● Witch Engine	...R	1.50	2.50	3.50
● Worship	...R	3.00	4.00	7.00
● Yawgmoth's Will	...R	3.00	4.00	6.00
● Zephid	...R	1.50	2.50	4.00

URZA'S LEGACY

WIZARDS OF THE COAST-1999

Full Set (143 cards)	...115.00	130.00	140.00
Booster Pack (15 cards)	...2.50	3.50	4.00
Booster Box (36 packs)	...90.00	105.00	120.00
Starter Box (12 decks)	...80.00	90.00	100.00
Unlisted Uncommons	...50	75	1.00
Unlisted Commons	...10	20	25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

URZA'S DESTINY

WIZARDS OF THE COAST-1999

Full Set (350 cards)	...115.00	120.00	135.00
Booster Pack (15 cards)	...2.50	3.00	3.50
Booster Box (36 packs)	...85.00	95.00	100.00
Starter Box (12 decks)	...80.00	90.00	100.00
Unlisted Uncommons	...50	75	1.00
Unlisted Commons	...10	20	25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

URZA'S DESTINY

WIZARDS OF THE COAST-1999

Full Set (350 cards)	...115.00	120.00	135.00
Booster Pack (15 cards)	...2.50	3.00	3.50
Booster Box (36 packs)	...85.00	95.00	100.00
Starter Box (12 decks)	...80.00	90.00	100.00
Unlisted Uncommons	...50	75	1.00
Unlisted Commons	...10	20	25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

URZA'S DESTINY

WIZARDS OF THE COAST-1999

Full Set (350 cards)	...115.00	120.00	135.00
Booster Pack (15 cards)	...2.50	3.00	3.50
Booster Box (36 packs)	...85.00	95.00	100.00
Starter Box (12 decks)	...80.00	90.00	100.00
Unlisted Uncommons	...50	75	1.00
Unlisted Commons	...10	20	25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

● Impatience	...R	1.00	2.00	3.00
● Junk Diver	...R	1.50	2.50	3.50
● Master Healer	...R	1.50	2.50	3.50
● Mastcore	...R	6.00	9.00	15.00
● Mastcore (Foil)	...R	20.00	30.00	35.00
● Metalworker	...R	3.00	4.00	5.00
● Opalescence	...R	2.00	3.00	4.00
● Opposition	...R	3.00	4.00	6.00
● Phyrexian Negator	...R	3.00	4.00	6.00
● Plow Under	...R	2.00	3.00	4.00
● Powder Keg	...R	3.00	4.00	7.00
● Rapid Decay	...R	1.00	2.00	3.00
● Rayne, Acan. Chancellor	...R	2.00	3.00	4.00
● Repression	...R	2.50	3.50	4.50
● Replenish	...R	3.00	4.00	5.00
● Rofellos, Llan. Emissary	...R	4.00	6.00	8.00
● Scryng Glass	...R	1.00	2.00	3.00
● Storage Matrix	...R	1.50	2.50	3.50
● Temporal Adept	...R	2.50	3.50	5.00
● Tethered Griff	...R	2.00	3.00	4.00
● Thran Elemental	...R	3.00	5.00	6.00
● Thran Dynamo	...U	1.50	2.50	3.50
● Thran Golem	...R	2.00	3.00	4.00
● Thran Weaponry	...R	1.50	2.50	3.50
● Opal Avenger	...R	1.50	2.50	3.50
● Palinchron	...R	3.00	4.00	5.00
● Phyrexian Plaguelord	...R	2.00	3.00	4.50
● Planar Collapse	...R	1.50	2.50	3.50
● Purify	...R	1.50	2.50	3.50
● Pyromancy	...R	1.50	2.50	4.00
● Quicksilver Amulet	...R	3.00	4.00	5.00
● Radiant Archangel	...R	4.00	6.00	7.00
● Radiant Archangel (Foil)	...R	20.00	25.00	30.00
● Ring of Gix	...R	3.00	4.00	5.50
● Rivalry	...R	1.50	2.50	4.00
● Scrapheap	...R	1.50	2.50	4.00
● Second Chance	...R	2.00	3.00	5.00
● Shivan Phoenix	...R	2.50	3.50	4.50
● Subversion	...R	2.00	3.00	4.00
● Thrash Lens	...R	2.00	3.00	5.00
● Thran Weaponry	...R	1.50	2.50	3.50

MERCADIAN MASQUES

WIZARDS OF THE COAST-1999

Full Set (250 cards) 200.00 225.00 250.00
Booster Pack (15 cards) ... 2.50 3.00 3.50

Booster Box (36 packs) ... 2.50 3.00 3.50

Starter Deck (75 cards) ... 8.00 8.00 10.00

Starter Box (12 decks) ... 80.00 90.00 100.00

Unlisted Uncommons 50 .75 1.00

Unlisted Commons 10 .20 .25

Unlisted FOIL Uncommons 1.50 2.50 5.00

Unlisted FOIL Commons 1.00 1.50 2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

● Tinker	...U	.75	1.50	2.00
● Treetop Village	...U	1.00	1.50	2.00
● Urza's Blueprint	...R	2.00	3.00	4.00
● Weatherseed Treefolk	...R	3.00	4.00	5.00
● Wheel of Torture	...R	1.50	2.50	4.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

URZA'S DESTINY

WIZARDS OF THE COAST-1999

Full Set (350 cards)	...115.00	120.00	135.00
Booster Pack (15 cards)	...2.50	3.00	3.50
Booster Box (36 packs)	...85.00	95.00	100.00
Starter Box (12 decks)	...80.00	90.00	100.00
Unlisted Uncommons	...50	.75	1.00
Unlisted Commons	...10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

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Full Set (350 cards)	...115.00	120.00	135.00
Booster Pack (15 cards)	...2.50	3.00	3.50
Booster Box (36 packs)	...85.00	95.00	100.00
Starter Box (12 decks)	...80.00	90.00	100.00
Unlisted Uncommons	...50	.75	1.00
Unlisted Commons	...10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

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Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

URZA'S DESTINY

WIZARDS OF THE COAST-1999

Æther Barrier	R	2.00	3.00	4.00
Ascendant Evincar	R	3.00	4.00	5.00
Avenger en-Dal	R	1.50	2.50	3.50
Belle's Portal	R	3.00	4.00	5.00
Blastoderm (Foil)	C	4.00	7.00	10.00
Blinding Angel	R	3.00	5.00	8.00
Blinding Angel (Foil)	R	15.00	22.00	27.00
Complex Automaton	R	1.00	2.00	3.50
Death Pit Offering	R	3.00	4.00	5.00
Divining Witch	R	2.00	3.00	4.00
Eye of Yawgmoth	R	1.50	2.50	4.00
Flowstone Overseer	R	2.00	3.00	5.00
Flowstone Slide	R	2.00	3.00	4.00
Kill Switch	R	2.00	3.00	4.00
Kra Haven	R	3.00	4.00	6.00
Laccolith Titan	R	2.00	3.00	4.00
Lia Savi, Defiant Hero	R	3.00	4.00	6.00
Lia Savi, Defiant Hero (Foil)	R	14.00	18.00	26.00
Mana Cache	R	1.50	2.50	3.50
Moggothcher	R	2.50	3.50	4.50
Murderous Betrayal	R	1.50	2.50	3.50
Oracle's Attendants	R	1.50	2.50	3.50
Overfait Terrain	R	2.00	3.00	4.00
Pack Hunt	R	2.50	3.50	4.50
Pale Moon	R	2.00	3.00	4.00
Parallax Inhibitor	R	1.50	2.50	3.50
Parallax Nexus	R	1.50	2.50	3.50
Parallax Tide	R	2.00	3.00	4.00
Parallax Wave	R	3.00	4.00	6.00
Parallax Wave (Foil)	R	10.00	15.00	20.00
Predator, Flagship	R	3.00	4.00	5.50
Rath's Edge	R	1.50	2.50	3.50
Rathi Assassin	R	2.50	3.50	4.50
Rho	R	2.00	3.00	5.00
Rising Waters	R	3.00	4.00	6.00
Routwater Thief	R	3.00	4.00	6.00
Saproling Burst	R	3.00	5.00	8.00
Saproling Burst (Foil)	R	15.00	18.00	24.00
Saproling Cluster	R	1.50	2.50	4.00
Seahunter	R	2.00	3.00	4.00
Shrieking Mogg	R	1.50	2.50	4.00
Sivi's Valor	R	1.00	2.00	3.00
Skyshroud Behemoth	R	3.00	4.00	5.00
Skyshroud Pachers	R	1.00	2.00	4.00
Slipidite Serpent	R	1.00	2.00	3.00
Spiritual Asylum	R	2.00	3.00	4.00
Stronghold Gambit	R	2.00	3.00	4.00
Tangled Wire	R	3.00	4.00	7.00
Tangled Wire (Foil)	R	7.00	11.00	18.00
Vorlath the Fallen	R	3.00	4.00	5.50

PROPHECY

WIZARDS OF THE COAST-2000

Full Set (143 cards)		110.00	125.00	140.00
Booster Pack (15 cards)		2.50	3.00	3.50
Booster Box (36 packs)		80.00	90.00	110.00
Unlisted Uncommons		.50	.75	1.00
Unlisted Commons		.10	.20	.25
United FOIL Uncommons		1.50	2.50	5.00
United FOIL Commons		1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

Ælex, Zephyr Mage	R	2.00	3.00	4.00
Avatar of Fury	R	3.00	5.00	8.00
Avatar of Hope	R	3.00	4.00	7.00
Avatar of Might	R	3.00	4.00	7.00
Avatar of Will	R	3.00	4.00	6.00
Avatar of Woe	R	5.00	8.00	11.00
Avatar of Woe (Foil)	R	12.00	17.00	20.00
Blessed Wind	R	2.00	3.00	4.00
Bog Elemental	R	1.00	2.00	3.50
Celestial Convergence	R	2.00	3.00	4.00
Chimeric Idol (Foil)	U	5.00	7.00	10.00
Chimeric Idol	U	2.00	4.00	5.00
Coffin Puppets	R	1.50	2.50	4.00
Copper-Leaf Angel	R	2.50	3.50	4.50
Denying Wind	R	2.50	4.00	5.00
Dual Nature	R	2.00	3.00	4.00
Elephant Resurgence	R	1.00	2.00	3.50
Fickle Efrreet	R	1.50	2.50	4.00
Forgotten Harvest	R	1.00	2.00	3.50
Grek, Mind Raker	R	2.00	3.00	4.00
Heightened Awareness	R	1.00	2.00	3.50
Innerfetal Genesis	R	1.00	2.00	3.50
Jeweled Spirit	R	1.50	2.50	4.00
Jolrael, Empress of Beasts	R	2.50	3.50	4.50
Keldon Battlegwon	R	1.00	2.00	3.00
Keldon Firebombers	R	1.50	2.50	3.50
Latula, Keldon Overseer	R	2.00	3.00	4.00
Meneta the Lion	R	3.00	4.00	5.00
Meneta the Lion (Foil)	R	5.00	8.00	11.00
Mercenary Informer	R	1.50	2.50	4.00
Mystic Renewal	R	2.00	3.00	4.00
Mungha Wurm	R	2.00	3.00	4.00
Overburden	R	2.00	3.00	4.00
Plague Wind	R	3.00	4.00	6.00
Psychic Theft	R	1.00	2.00	3.50
Rebel Informer	R	1.50	2.50	3.50
Rhythic Tutor	R	2.50	3.50	5.00
Samira Sanctuary	R	1.00	2.00	3.50
Search for Survivors	R	1.00	2.00	4.00
Searing Wind	R	2.50	3.50	4.50
Sheltering Prayers	R	1.00	2.00	4.00
Shrouded Serpent	R	1.00	2.00	3.00
Squirl Wrangler	R	2.50	4.00	5.00
Task Mage Assembly	R	1.00	2.00	3.50
Troublesome Spirit	R	2.00	3.00	4.00
Veteran Brawlers	R	2.50	3.50	4.50

INVASION

WIZARDS OF THE COAST-2000

Full Set (350 cards)		210.00	225.00	280.00
Booster Pack (15 cards)		2.50	3.00	3.50
Booster Box (36 packs)		75.00	90.00	110.00
Starter Deck (75 cards)		8.00	9.00	10.00
Starter Deck (12 cards)		80.00	90.00	100.00
Unlisted Uncommons		.50	.75	1.00
Unlisted Commons		.10	.20	.25
United FOIL Uncommons		1.50	2.50	5.00
United FOIL Commons		1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

Vitalizing Wind	R	2.50	4.00	5.00
Well of Discovery	R	2.00	3.00	4.00
Wintermoon Mesa	R	1.50	2.50	4.00
Kangee, Aerie Keeper	R	1.50	2.50	3.50
Kavu Chameleon (Foil)	U	4.00	6.00	8.00
Kavu Lair	R	1.50	2.50	3.50
Kavu Titan	R	4.00	8.00	12.00
Keldon Necropolis	R	1.50	2.50	3.50
Loafing Giant	R	1.00	2.00	3.00
Lotus Guardian	R	2.00	3.00	4.00
Mages' Contest	R	1.50	2.50	4.00
Mana Maze	R	1.50	2.50	4.00
Marauding Knight	R	1.50	2.50	4.00
Metathran Aerostat	R	1.00	2.00	3.00
Meteor Storm	R	1.50	2.50	4.00
Molimo, Maro-Sorcerer	R	2.50	3.50	4.50
Nightscape Master	R	1.50	2.50	4.00
Noble Panther	R	3.00	4.00	5.00
Obliterate	R	3.00	5.00	6.00
Overabundance	R	1.50	2.50	4.00
Phryxiann Altar	R	1.50	2.50	3.50
Phryxiann Deliver	R	1.00	2.00	3.00
Phryxiann Infiltrator	R	1.50	2.50	4.00
Phryxiann Lure	R	1.50	2.50	4.00
Planar Portal	R	2.50	4.00	5.00
Psychic Battle	R	1.00	2.00	3.00
Pyre Reflection	R	1.50	2.50	3.50
Pyre Zombie	R	3.00	5.00	7.00
Pyre Zombie (Foil)	R	12.00	16.00	20.00
Raging Kavu	R	2.00	3.00	4.00
Reckless Assault	R	1.00	2.00	3.00
Restock	R	1.50	2.50	4.00
Reya Dawnbringer	R	3.00	5.00	7.00
Reya Dawnbringer (Foil)	R	10.00	15.00	20.00
Rib, the Awakener	R	3.00	4.00	6.00
Rib, the Awakener (Foil)	R	15.00	18.00	20.00
Rout	R	3.00	5.00	7.00

Urborg Volcano (Foil)	U	4.00	6.00	9.00
Urza's Filter	R	1.50	2.50	4.00
Urza's Rage	R	10.00	15.00	20.00
Utopia Tree (Foil)	R	4.00	6.00	8.00
Utopia Tree (Foil)	R	7.00	12.00	15.00
Veredel the Ancient	R	3.00	4.00	6.00
Vile Consumption	R	1.50	2.50	4.00
Void	R	10.00	14.00	20.00
Wash Out	R	1.00	2.00	3.00
Well-Laid Plans	R	1.00	2.00	3.00
Winnow	R	1.50	2.50	4.00
Winnom's Agenda	R	3.00	4.00	5.00

PLANESHIFT

WIZARDS OF THE COAST-2001

Full Set (143 cards)		110.00	120.00	130.00
Booster Pack (15 cards)		2.50	3.00	3.50
Booster Box (36 packs)		70.00	85.00	110.00
Unlisted Uncommons		.50	.75	1.00
Unlisted Commons		.10	.20	.25
United FOIL Uncommons		1.50	2.50	5.00
United FOIL Commons		1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

MONEY MAKER

RAPID DECAY
Odyssey's got more flashback than Crosby, Stills and Nash put together, and something's gotta put a stop to it. The set gives you Decompose, but as a rather clunky sorcery, it misses the mark more often than it hits. Rapid Decay, however, can nip flashback spells in the bud at instant speed and can cycle to boot. It'll also surprise your opponent by reducing his graveyard size when he tries to pump up his guys with threshold. Watch it bump a buck once people start using Odyssey's new mechanics in Extended play.

Cycling 2
Remove from the game up to three target cards in a single graveyard. The grave robbers arrived the day after the burial. They were a day too late.

illus. Chippy

Coastal Tower	U	1.00	2.00	3.00
Coastal Tower (Foil)	U	7.00	9.00	11.00
Collapsing Borders	R	1.00	2.00	3.00
Collective Restraint	R	3.00	4.00	6.00
Cross, the Purger	R	3.00	4.00	6.00
Cross, the Purger (Foil)	R	16.00	20.00	24.00
Crusading Knight	R	2.00	3.00	4.50
Crypt Angel	R	3.00	4.00	5.00
Crystal Spray	R	1.50	2.50	3.50
Crystal Spray (Foil)	R	3.00	5.00	9.00
Dargaza, the Igniter	R	3.00	4.00	6.00
Dargaza, the Igniter (Foil)	R	14.00	19.00	26.00
Death or Glory	R	1.50	2.50	3.50
Desperate Research	R	1.50	2.50	4.00
Devouring Strossus	R	3.00	4.00	5.00
Distorting Wake	R	1.50	2.50	4.00
Divine Presence	R	1.50	2.50	4.00
Do or Die	R	2.00	3.00	5.00
Dromar, the Banisher	R	3.00	4.00	6.00
Dromar, the Banisher (Foil)	R	14.00	17.00	20.00
Dueling Grounds	R	2.00	3.00	4.00
Elphame Palace	U	.75	1.50	2.00
Elphame Palace (Foil)	U	4.00	6.00	8.00
Ervish Champion	R	3.00	4.00	6.00
Empress Galina	R	1.50	2.50	4.00
Fact or Fiction	U	1.50	2.50	3.50
Fact or Fiction (Foil)	U	8.00	10.00	12.00
Fight or Fight	R	1.00	2.00	3.00
Fires of Yavimaya	U	1.50	2.50	3.00
Fires of Yavimaya (Foil)	U	6.00	7.00	9.00
Ghita Fire	R	4.00	5.00	6.00
Global Ruin	R	1.50	2.50	3.50
Hanna, Ship's Navigator	R	2.50	3.50	4.50
Harsh Judgment	R	1.50	2.50	3.50
Jade Leech	R	2.50	3.50	4.50
Jana, the Renewer	R	3.00	4.50	6.00
Jana, the Renewer (Foil)	R	8.00	11.00	15.00
Tsabo Taboc	R	2.00	3.00	6.00
Tsabo Taboc (Foil)	R	1.50	2.50	4.50
Tsabo's Assassin	R	1.50	2.50	4.50
Tsabo's Decree	R			

MAGIC The Gathering®

Price Guide

Dragon Arch	U	.75	1.50	2.00	Dragon Arch	U	.75	1.50	2.00
False Dawn	R	1.50	2.50	3.50	Burning Sands	R	1.00	2.00	3.00
Fervent Charge	R	1.50	2.50	3.50	Cabal Patriarch	R	1.00	2.00	3.00
Fire/Ice (Foil)	U	4.00	7.00	9.00	Cabal Shrine	R	1.00	2.00	3.00
Fungal Shambler	R	1.50	2.50	3.50	Caller of the Herd	R	3.00	5.00	6.00
Gaea's Skyfolk (Foil)	C	2.00	3.00	4.00	Canivore	R	1.00	2.00	3.00
Gerard Capasheden	R	2.50	3.50	5.00	Catalyst Stone	R	1.50	2.50	3.50
Gerard Capasheden (Foil)					Cephalid Retainer	R	1.00	2.00	3.00
Gerrard's Verdict	U	6.00	8.00	11.00	Cephalid Shrine	R	1.00	2.00	3.00
Gerrard's Verdict	U	5.00	1.00	1.50	Chance Encounter	R	1.00	2.00	3.00
Goblin Trenches	R	4.00	5.00	8.00	Charmed Pendant	R	1.00	2.00	3.00
Guided Passage	R	1.50	2.50	3.50	Chlorophant	R	1.50	2.50	3.50
Ice Cave	R	1.50	2.50	3.50	Cognivore	R	1.00	2.00	4.00
Illusion/Reality (Foil)	U	3.00	4.00	6.00	Crystal Quarry	R	2.00	3.00	4.00
Kavu Mauler	R	1.50	2.50	3.50	Cultural Exchange	R	1.50	2.50	3.50
Last Stand	R	1.50	2.50	3.50	Cursed Monstrousity	R	1.00	2.00	3.00
Legacy Weapon	R	3.00	4.00	6.00	Darkwater Catacombs	R	2.00	3.50	5.00
Life/Death (Foil)	U	.75	1.50	3.00	Decaying Soil	R	1.00	2.00	3.00
Lightning Angel	R	3.00	5.00	7.00	Decimate	R	2.00	3.50	5.00
Lightning Angel (Foil)	R	15.00	20.00	30.00					
Llanowar Dead (Foil)	C	2.00	4.00	5.00					
Llanowar Wastes	R	4.00	6.00	8.00					
Llanowar Wastes (Foil)	R	12.00	18.00	25.00					
Mask of Intolerance	R	1.50	2.50	3.50					
Mystic Snake	R	4.00	6.00	9.00					
Mystic Snake (Foil)	R	16.00	24.00	30.00					
Necravolver	R	2.50	3.50	4.50					
Order/Chaos (Foil)	U	2.00	4.00	6.00					
Overgrown Estate	R	2.00	3.00	4.00					
Penumbra Wurm	R	3.00	4.00	6.00					
Pernicious Deed	R	5.00	8.00	10.00					
Pernicious Deed (Foil)	R	25.00	30.00	40.00					
Phryxian Arena	R	3.00	4.00	6.00					
Phryxian Arena (Foil)	R	10.00	15.00	20.00					
Phryxian Gargantua (Foil)									
Planar Despair	R	1.00	2.00	3.00					
Powerstone Minefield	R	1.50	2.50	3.50					
Prophetic Bolt	R	3.00	5.00	7.00					
Prophetic Bolt (Foil)	R	15.00	20.00	25.00					
Rakavoker	R	2.00	3.00	4.00					
Shivan Reef	R	4.00	6.00	8.00					
Shivan Reef (Foil)	R	15.00	18.00	25.00					
Spectral Lynx	R	4.00	5.00	6.00					
Spectral Lynx (Foil)	R	12.00	16.00	22.00					
Spirithmonger	R	8.00	12.00	15.00					
Spirithmonger (Foil)	R	35.00	40.00	50.00					
Squee's Embrace (Foil)	C	1.50	3.00	4.00					
Suffocating Blast	R	3.00	4.00	6.00					
Suffocating Blast (Foil)	R	6.00	8.00	12.00					
Symbiotic Deployment	R	1.50	2.50	3.50					
Unnatural Selection	R	1.50	2.50	3.50					
Urborg Elf (Foil)	C	1.50	3.00	4.50					
Vindicate	R	7.00	12.00	14.00					
Vindicate (Foil)	R	25.00	30.00	45.00					
Whirlpool Warrior	R	1.50	2.50	3.50					
Wild Research	R	1.50	2.50	3.50					
Yavimaya Coast	R	3.00	5.00	7.00					
Yavimaya Coast (Foil)	R	13.00	18.00	25.00					
Yavimaya's Embrace	R	1.50	2.50	3.50					
Delaying Shield	R	2.00	3.00	4.00					
Deserted Temple	R	2.00	4.00	4.00					
Devoted Caretaker	R	2.50	4.00	6.00					
Diabolic Tutor	U	1.00	1.50	2.50					
Diver	R	4.00	7.00	10.00					
Driving Sacrament	R	2.50	4.00	6.00					
Dogged Hunter	R	1.00	2.00	3.00					
Droll's Call	U	.50	1.00	1.50					
Dwarven Shrine	R	1.00	2.00	3.00					

ODYSSEY

Full Set (350 cards) 210.00 2

Full Set (30 cards)	21.00	22.00	23.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (35 packs)	75.00	90.00	100.00
Starter Deck (75 cards)	8.00	9.00	10.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Uncommons50	.75	1.00
Unlisted Commons10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

Abomination, Cephalid Emperor	R	1.00	2.00	3.00	Kardan, the Fighter	R	2.00	3.00	4.00
Ægis of Honor	R	2.50	4.00	5.00	Karmic Justice	R	2.00	3.50	5.00
Amugaba	R	1.00	2.00	3.00	Kirtar's Wrath	R	3.00	5.00	6.00
Ancestral Tribute	R	1.50	2.50	3.50	Krosan Beast	R	1.50	2.50	3.50
Ashen Firebeast	R	1.00	2.00	3.00	Lienthardt, Katar	R	1.50	2.50	3.50
Atogatog	R	1.50	2.50	3.50	Maginivore	R	1.00	2.00	3.00
Aven Shrine	R	1.00	2.00	3.00	Mental Apothecary	R	1.00	2.00	3.00
Balancing Act	R	2.00	3.00	4.00	Mindslasher	R	2.00	3.00	4.00
Battle of Wits	R	1.00	2.00	3.00	Mine Laver	R	1.50	2.50	3.50
Bearscape	R	2.00	3.00	4.00	Mirari	R	7.00	11.00	15.00
Beloved Chaplain	U	5.00	1.00	1.50	Moten Influence	R	3.00	5.00	6.00
Bloodcurdler	R	1.00	2.00	3.00	Mortivore	R	2.00	3.00	4.00
Bomb Squad	R	1.50	2.50	3.50	Mossifice Valley	R	1.00	2.00	3.00
Braids, Cabal Minion	R	3.00	4.00	5.00	Muthole	R	1.00	2.00	3.00
Cybernetic	R	1.00	2.00	3.00	Mystic Crusader	R	3.00	5.00	6.00
Darkness, the	R	1.00	2.00	3.00	Mystic Enforcer	R	3.00	5.00	6.00



■ Nantuko MentorR	1.50	2.50	3.50	● Braids, Cabal MinionR	4.00	6.00	10.00
■ Nantuko ShrineR	1.00	2.00	3.00	● Buried AliveU	1.50	2.50	3.00
■ Need for SpeedR	1.00	2.00	3.00	● Burning SandsR	4.00	7.00	11.00
■ Nefarious LichR	1.50	2.50	3.50	● Cabal PatriarchR	5.00	7.00	9.00
■ New FrontiersR	2.00	4.00	4.00	● Cabal ShrineR	4.00	6.00	10.00
■ Nimble MongooseU	.50	1.00	1.50	● Calf of the HerdR	9.00	13.00	16.00
■ Nut CollectorR	2.50	4.00	5.00	● CantivoreR	3.00	4.00	6.00
■ Obscure FamiliarR	1.00	2.00	3.00	● Cataclysm StoneR	3.00	5.00	8.00
■ Otarian JuggernautR	1.00	2.00	3.00	● Centaur GardenU	1.50	2.50	3.00
■ OverrunU	1.00	1.50	2.50	● Cephalid RetainerR	4.00	7.00	11.00
■ Pardic MinerR	1.00	2.00	3.00	● Cephalid ShrineR	3.00	6.00	10.00
■ Patron WizardR	1.50	2.50	3.50	● Chance EncounterR	3.00	5.00	7.00
■ Pedantic LearningR	1.00	2.00	3.00	● Charmed PendantR	3.00	4.00	6.00
■ PersuasionR	2.00	3.00	4.00	● ChirophorantR	4.00	7.00	11.00
■ Petrified FieldR	1.00	2.00	3.00	● CognivoreR	3.00	5.00	8.00
■ Pianna, Nomad CaptainR	1.50	2.50	3.50	● Crystal QuarryR	8.00	11.00	16.00
■ Price of GloryU	1.00	1.50	2.50	● Cultural ExchangeR	3.00	5.00	10.00
■ Repentant VampireR	2.00	6.00	4.00	● Cursed MonstrosityR	6.00	8.00	11.00
■ Sadistic HypnotistU	.50	1.00	1.50	● Darkwater CatacombsR	10.00	15.00	20.00
■ Savage FirecatR	2.50	4.00	5.00	● Decaying SoilR	3.00	4.00	6.00
■ Seize the DayR	1.50	2.50	3.50	● DecimataR	7.00	11.00	15.00
■ Seton, Kroisan ProtectorR	1.00	2.00	3.00	● Delaying ShieldR	3.00	5.00	8.00
■ Shadowblood RidgeR	2.00	4.00	4.00	● Deserted TempleR	8.00	13.00	16.00
■ Shadowmaw InfiltratorR	8.00	12.00	15.00	● Devoted CaretakerR	9.00	13.00	16.00
■ Shifty DoppelgangerR	1.50	2.50	3.50	● Diabolus TutorU	4.00	6.00	7.00
■ Skycloud ExpansesR	2.00	4.00	4.00	● DiverR	18.00	25.00	30.00
■ Spellbane CentaurR	2.00	3.00	4.00	● Divine SacramentR	7.00	9.00	11.00
■ Squirrel MobR	2.00	3.50	5.00	● Dogged HunterR	3.00	5.00	7.00
■ Squirrel NestR	1.00	2.00	2.50	● Dwarven ShrineR	7.00	10.00	13.00
■ Stalking BloodsuckerR	1.50	2.50	3.50	● Earnest FellowshipR	7.00	10.00	13.00
■ StandstillU	1.00	1.50	2.50	● Elephant AmbushC	1.00	1.50	2.00
■ Stone-Tongue BasiliskR	2.00	4.00	4.00	● EmbombR	4.00	6.00	10.00
■ Sunburst PrairieR	2.00	4.00	4.00	● EpicenterR	5.00	7.00	11.00
■ Tainted PactR	2.00	3.00	4.00	● ExtractR	10.00	13.00	16.00
■ Tarnished CitadelR	1.00	2.00	3.00	● Fervent DenialU	2.00	3.00	4.00
■ TerravoreR	1.50	2.50	3.50	● FireblastC	1.50	2.00	2.50
■ Thought DevourerR	1.00	2.00	3.00	● Flame BurstC	2.00	3.00	4.00
■ Time StretchR	2.50	4.00	5.00	● Fleeting ImpC	1.00	1.50	2.00

BREW

PIG IN A BLANKET

We here at *10* have a fondness for Phil Foglio matched only by our love for our mothers—in a totally heterosexual, non-incestuous way, of course. Not only has he defined game-related humor for almost two decades, he's unabashedly unashamed to revel in the joy of the nekkid female form ("slobber*"). It never would've occurred to us that half-dressed women in clothes two sizes too small ("slabber*") could relate to a greased pig in any way—let alone be made into a game, *XXXenophile*. So Phil, for all you do, this brew's for you.

○	Delaying ShieldR	2.00	3.00
○	Deserted TempleR	2.00	4.00
○	Devoted CaretakerR	2.50	4.00
●	Diabolic TutorU	1.00	1.50
○	DivertR	4.00	7.00
○	Divine SacramentR	2.50	4.00
○	Dogged HunterR	1.00	2.00
○	Bruid's CallU	50	1.00
○	Dwarven ShrineR	1.00	2.00

• Tombfire	R	1.00	2.00	3.00
• Traumaztize	R	6.00	9.00	12.00
• Traveling Plague	R	1.00	2.00	3.00
• Unifying Theory	R	1.00	2.00	3.00
• Upheaval	R	1.50	2.50	3.50
• Vampirc Dragon	R	4.00	6.00	8.00
• Verdant Succession	R	1.50	2.50	3.50
• Valley of Boulders	R	1.00	2.00	3.00
• Wayward Angel	R	2.50	4.00	6.00
• Zombify	U	5.00	1.00	1.50
• Zoologist	R	1.50	2.50	3.50

ODYSSEY FOILS

WIZARDS OF THE COAST-2001

Full Set (350 cards) *

• Aboshan, Cephalid Emperor

Aboshan, Cephalid Emperor

• Aegeon of Honor	R	4.00	6.00	3.00	4.00
• Amugabu	R	8.00	11.00	13.00	19.00
• Ancestral Tribute	R	5.00	7.00	10.00	
• Ashen Firebeast	R	3.00	5.00	10.00	
• Atogatog	R	5.00	8.00	10.00	
• Aven Shrine	R	2.00	3.00	4.00	
• Balancing Act	R	6.00	9.00	11.00	
• Bamboozle	U	1.50	2.00	2.50	
• Battle of Wits	R	3.00	6.00	9.00	
• Bearscape	R	5.00	7.00	11.00	
• Beast Attack	U	1.50	2.00	2.50	
• Beloved Chaplain	U	1.50	2.00	2.50	
• Blazing Salvo	C	1.50	2.50	3.50	
• Bloodcurdler	R	4.00	6.00	10.00	
• Bomb Squad	R	4.00	6.00	10.00	

MAGIC DATA

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

PRICE DATA

PRICE DATA

DRAGON BALL Z:
FRIEZA SAGA

SCORE-2000

Full Set (131 cards)	60.00	140.00	175.00
Full FOIL Set (131 cards)	450.00	500.00	550.00
Common (1*) cards	.15	.25	.35
Uncommon (3*) cards	.75	1.00	1.50
Unlisted Rare (5*) cards	2.00	3.00	4.00

Median FOIL card prices are 2x-3x its non-FOIL version.

Namekian Dragon Ball 7	...R	4.00	5.00	6.00
Namekian Dragon Ball Com. R	3.50	4.50	5.50	
Namekian Dragon Ball Wish R	3.00	4.00	5.00	
Namekian Style Mastery	R	3.00	4.00	5.00
Orange Style Mastery	R	3.00	4.00	5.00
Piccolo (level 2 High Tech - Foil)	P	6.00	8.00	10.00
Piccolo Enraged (level 4)	R	3.00	4.00	5.00
Red King Cold Observation	R	3.00	4.00	5.00
Red Style Mastery	R	4.00	5.00	6.00
Sayan Style Mastery	R	3.00	4.00	5.00
Spice (Holo-Foil)	PR	9.50	12.00	15.00
Spice, the Enchanted (level 2 High Tech - Foil)	P	5.00	7.00	9.00
Trunks (Holo-Foil)	PR	14.00	20.00	24.00
Trunks Defensive Crouch (Holo-Foil)	PR	4.50	6.00	8.00
Trunks the Hero (level 4)	R	4.50	6.00	8.00
Trunks (Holo-Foil)	PR	12.00	15.00	
Vegeta (level 2 High Tech - Foil)	P	9.50	12.00	15.00
Vegeta Scans The City	P	6.00	8.00	10.00
Vegeta, Sayan Prince (level 4)	R	3.00	4.00	5.00
R	4.50	6.00	8.00	
Villain's True Power	UR	45.00	60.00	80.00
Vinegar (Holo-Foil)	PR	9.50	12.00	15.00
Vinegar, the Battler (level 2 High Tech - Foil)	P	5.00	7.00	9.00
What Was I Thinking	R	3.00	4.00	5.00
Where There's Life There's Hope	UR	45.00	60.00	80.00

DRAGON BALL Z:
TRUNKS SAGA

SCORE-2001

Full Set (200 cards)	*	*	*
Full FOIL Set (200 cards)	*	*	*
Common (1*) cards	.15	.25	.35
Unlisted Uncommon (3*) cards	.75	1.00	1.50

Personality (4*) cards

1.00 2.00 3.00

DRAGON BALL Z:
ANDROIDS SAGA

SCORE-2001

Full Set (125 cards)	95.00	120.00	150.00
Full FOIL Set (123 cards)	*	*	*
Common (1*) cards	.15	.25	.35
Personality (4*) cards	1.00	2.00	3.00

Unlisted median FOIL card prices are 2x-4x its non-FOIL version.

Android 16 (level 1)	...R	6.00	8.00	10.00
Android 16 (level 1) (Foil)	R	9.50	12.00	15.00
Android 17 (level 1)	R	6.00	8.00	10.00
Android 17 (level 1) (Foil)	R	9.50	12.00	15.00
Android 18 (level 1)	R	8.00	10.00	12.00
Android 18 (level 1) (alternate image)	R	9.50	12.00	15.00
Android 18's Stare Down	R	4.00	5.00	6.00
Android 19 (level 1)	R	5.00	7.00	9.00
Android 19 (level 1) (Foil)	R	9.50	12.00	15.00
Android 20 (level 1)	R	5.00	7.00	9.00
Android 20 (level 1) (Foil)	R	9.50	12.00	15.00
City in Turmoil	R	5.00	7.00	9.00
Dying Planet	R	5.00	7.00	9.00
Dying Planet (Foil)	R	9.50	12.00	15.00
Goku's Heart Disease	R	5.00	7.00	9.00
Piccolo, the Trained (I, 1)	R	8.00	10.00	12.50
The Hero is Down (Foil)	UR	40.00	50.00	60.00
Tien, the Watcher (I, 4)	R	5.00	7.00	9.00
Tien, the Watcher (I, 4) (Foil)	R	9.50	12.00	15.00
Trunks Guard Drill (Foil)	R	45.00	60.00	80.00
Vegeta, the Ready (level 1) (Foil)	R	8.00	10.00	12.50
Yajirobe, the Unstoppable (level 4)	R	6.00	8.00	10.00
Yajirobe, the Unstoppable (level 4) (Foil)	R	9.50	12.00	15.00
Yamcha is There (level 4)	R	5.00	7.00	9.00
Yamcha is There (I, 4) (Foil)	R	9.50	12.00	15.00

DRAGON BALL Z:
PROMOTIONAL CARDS

SCORE-2001

Namekian's Strike	...PR	45.00	50.00	55.00
Line Up	...PR	45.00	50.00	55.00
Team Work Kamehameha	PR	45.00	50.00	55.00
Fatherly Advice	PR	51.00	55.00	60.00

HARRY POTTER
WIZARDS OF THE COAST-2001

Full Set (116 cards)

140.00 125.00 240.00

4 Privet Drive	...U	0.50	0.75	1.00
Accio	...C	0.15	0.25	0.35
Alchemy	...U	0.50	0.75	1.00
Apothecary	...U	0.50	0.75	1.00
Apparate	...U	0.50	0.75	1.00
Avifors	...C	0.15	0.25	0.35
Baby Dragon	...U	0.50	0.75	1.00
Baubillious	...C	0.15	0.25	0.35
Bluebell Flames	...U	0.50	0.75	1.00
Bluebell Flames	...C	0.15	0.25	0.35
Boa Constrictor	...U	0.50	0.75	1.00
Boil Cure	...C	0.15	0.25	0.35
Borrowed Wand	...C	0.15	0.25	0.35
Burning Butterroot Balm	...U	0.50	0.75	1.00

MAGE KNIGHT

Price Guide

Cage	U	0.50	0.75	1.00
Core of Magical Creatures	L	0.15	0.25	0.35
Cauldron to Sieve	C	0.15	0.25	0.35
Charms	L	0.18	0.15	0.25
Confundus	U	0.50	0.75	1.00
Curious Raven	C	0.15	0.25	0.35
Dean Thomas	H	7.00	9.00	11.00
Delivery Owl	R	2.50	3.50	4.50
Diagon Alley	U	0.50	0.75	1.00
Dragon Alley	PR	2.00	3.00	4.00
Dobrashot Potion	U	0.50	0.75	1.00
Draco Malfoy	F	4.50	6.00	8.00
Draco Malfoy	R	7.00	9.00	11.00
Draco's Trick	U	0.50	0.75	1.00
Dragon Heart Wand	U	0.50	0.75	1.00
Dragon's Escape	F	4.50	6.00	8.00
Draught of Living Death	R	2.00	3.00	4.00
Dungbomb	C	0.15	0.25	0.35
Elixir of Life	F	4.50	6.00	8.00
Epoximine	C	0.15	0.25	0.35
Eruptum Potion	C	0.15	0.25	0.35
Fluffy Falls Asleep	C	0.15	0.25	0.35
Forest Troll	C	0.15	0.25	0.35
Forgetfulness Potion	C	0.15	0.25	0.35
Foul Brew	C	0.15	0.25	0.35
Fumes	U	0.50	0.75	1.00
Giant Tarantula	C	0.15	0.25	0.35
Gringotts Cart Ride	F	5.00	7.00	9.00
Guard Dog	U	0.50	0.75	1.00
Hagrid and the Stranger	C	0.15	0.25	0.35
Hannah Abbott	H	7.00	9.00	11.00
Harry Hunting	R	2.00	3.00	4.00
Harry Potter	H	10.00	15.00	18.00
Hermione Granger	F	4.50	6.00	8.00
Hermione Granger	H	7.00	9.00	11.00
Hiding From Snape	U	0.50	0.75	1.00
History of Magic	R	1.75	2.50	3.00
Homework	C	0.15	0.25	0.35
Hospital Wing	C	0.15	0.25	0.35
Human Chess Game	F	4.50	6.00	8.00
Illegibus	C	0.15	0.25	0.35
Incarcerors	C	0.15	0.25	0.35
Incapio	R	2.00	3.00	4.00
Invisibility Cloak	F	4.50	6.00	8.00
Kelpie	U	0.50	0.75	1.00
Logic Puzzle	U	0.50	0.75	1.00
Lost Notes	C	0.15	0.25	0.35
Magical Mishap	C	0.15	0.25	0.35
Malevolent Mixture	R	2.50	3.50	4.50
Meet the Centaurs	R	1.75	2.50	3.00
Mountain Troll	R	2.00	3.00	4.00
Mrs. Norris	R	2.00	3.00	4.00
Mysterious Egg	U	0.50	0.75	1.00
Neary Headless Horse	R	7.00	9.00	11.00
Norbert	R	2.00	3.00	4.00
Noxious Poison	C	0.15	0.25	0.35
Nurture	U	0.50	0.75	1.00
Obliviate	F	4.50	6.00	8.00
Oiklanders	U	0.50	0.75	1.00
Out of the Woods	C	0.15	0.25	0.35
Peeves Causes Trouble	U	0.50	0.75	1.00
Pet Rat	C	0.15	0.25	0.35
Pet Toad	D	0.50	0.75	1.00
Pewter Cauldron	C	0.15	0.25	0.35
Phoenix Feather Wand	R	2.50	3.50	4.50
Platform 9 3/4	R	2.00	3.00	4.00
Pomfrey's Pick-Me-Up	U	0.50	0.75	1.00
Potion Ingredients	R	1.75	2.50	3.00
Potions	L	0.10	0.15	0.25
Potions Exam	U	0.50	0.75	1.00
Potions Mistake	C	0.15	0.25	0.35
Professor Filius Flitwick	H	7.00	9.00	11.00
Professor Severus Snape	H	7.00	9.00	11.00
Raven to Writing Desk	R	2.00	3.00	4.00
Remembrall	C	0.15	0.25	0.35
Remembrall	PR	2.00	3.00	4.00
Reptile House	U	0.50	0.75	1.00
Restricted Section	C	0.15	0.25	0.35
Ron Weasley	H	7.00	9.00	11.00
Rubeus Hagrid	H	7.00	9.00	11.00
Scottish Stag	C	0.15	0.25	0.35
Shrinking Potion	R	2.00	3.00	4.00
Silver Cauldron	U	0.50	0.75	1.00
Snape's Question	C	0.15	0.25	0.35
Snape's Question	PR	3.00	4.00	5.00
Snuffing Potion	U	0.50	0.75	1.00
Squiggle Quill	C	0.15	0.25	0.35
Steeklaw	C	0.15	0.25	0.35
Strategy Session	PR	4.50	6.00	8.00
Stupify	U	0.50	0.75	1.00
Surly Hound	C	0.15	0.25	0.35

Brass Golem (#8)	3	2.00	3.00	4.00
Brych (#167)	PR	56.00	70.00	82.00
Chaos Magi (#154)	3	14.00	20.00	24.00
Crusher (#112)	3	2.00	2.75	3.25
Crusher (#113)	4	3.00	4.00	5.00
Crusher (#114)	5	4.00	5.00	6.00
Crypt Worm (#142)	3	2.00	3.00	4.00
Crypt Worm (#143)	4	3.00	4.00	5.00
Crypt Worm (#144)	5	4.00	5.00	6.00
Crystal Bladesman (#19)	1	0.75	1.00	1.50
Crystal Bladesman (#20)	2	1.40	2.00	2.50
Crystal Bladesman (#21)	3	1.75	2.50	3.00
Deep Spawn (#130)	3	1.75	2.50	3.00
Deep Spawn (#131)	4	2.50	3.50	4.50
Deep Spawn (#132)	5	4.00	5.00	6.00
Demi-magus (#10)	1	1.40	2.00	2.50
Demi-magus (#11)	2	2.00	3.00	4.00
Demi-magus (#12)	3	3.00	4.00	5.00
Digger Keph (#171)	PR	52.00	65.00	78.00
Djakkmauk (#162)	PR	62.00	76.00	88.00
Dwarven Berserker (#46)	1	1.00	1.25	1.75
Dwarven Berserker (#47)	2	1.40	2.00	2.50
Dwarven Berserker (#48)	3	2.00	3.00	4.00
Dwarven Fuser (#62)	3	1.50	2.25	3.00
Dwarven Fuser (#63)	4	2.50	3.50	4.50
Dwarven Fuser (#64)	5	4.00	5.00	6.00
Dwarven Jarl (#151)	6	14.00	20.00	24.00
Elemental Priest (#147)	6	14.00	20.00	24.00
Feral Bloodsucker (#34)	1	1.00	1.25	1.75
Feral Bloodsucker (#35)	2	1.40	2.00	2.50
Feral Bloodsucker (#36)	3	2.00	2.75	3.25
Fickett Townley (#173)	PR	46.00	55.00	66.00
Golbups (#169)	PR	55.00	68.00	80.00
Grave Robber (#31)	1	1.00	1.50	2.00
Grave Robber (#32)	2	1.50	2.25	3.00
Grave Robber (#33)	3	2.25	3.25	4.25
Half-troll Hacker (#103)	3	2.00	3.00	4.00
Half-troll Hacker (#119)	4	3.00	4.00	5.00
Half-troll Hacker (#120)	5	4.50	6.00	8.00
Hierophant (#165)	6	27.00	38.00	47.00

MONEY MAKER

TRANSFIGURATION TEST

You can save your butt by clearing the board with Transfiguration Exam, but at 10 lessons it's way expensive. Its much cheaper counterpart Transfiguration Test leaves a critter on each side but only costs you half as much. As long as your best creature is better than theirs, you'll have a much greater chance to win the damage race. Players and collectors alike are starting to catch onto this, so watch for it to jump a buck or two. And hey, it's already taught us how to turn brooms into snakes.



SPELL

If your opponent has 2 or more Creatures in play, he or she chooses 1 of them and discards the rest. Then, if you have 2 or more Creatures in play, choose 1 of them and discard the rest.

MAGE KNIGHT: REBELLION

WIZKIDS-2000
Full Set including Promos 700.00 800.00 900.00

Alessi Oss (#175)	PR	53.00	68.00	78.00
Altem Guardsman (#58)	2	0.75	1.00	1.50
Altem Guardsman (#59)	3	1.40	2.00	2.50
Altem Guardsman (#60)	4	1.75	2.50	3.00
Amazon Blademistress (#85)	2	1.75	2.25	3.00
Amazon Blademistress (#85)	3	1.75	2.50	3.00
Amazon Blademistress (#86)	4	2.50	3.50	4.50
Amulet Gunner (#49)	6	16.00	22.00	27.00
Amulet Gunner (#50)	2	1.40	2.00	2.50
Amulet Gunner (#51)	3	2.00	3.00	4.00
Amotep Incinerator (#52)	2	1.25	1.75	2.25
Amotep Incinerator (#53)	3	1.75	2.50	3.00
Amotep Incinerator (#54)	4	2.50	3.50	4.50
Amotep Gunner (#48)	1	1.40	2.00	2.50
Amotep Gunner (#49)	2	1.40	2.00	2.50
Amotep Gunner (#50)	3	1.75	2.50	3.00
Amotep Gunner (#51)	4	4.50	6.00	8.00
Amotep Gunner (#52)	5	4.50	6.00	8.00
Amotep Gunner (#53)	6	4.50	6.00	8.00
Amotep Gunner (#54)	7	4.50	6.00	8.00
Amotep Gunner (#55)	8	4.50	6.00	8.00
Amotep Gunner (#56)	9	4.50	6.00	8.00
Amotep Gunner (#57)	10	4.50	6.00	8.00
Amotep Gunner (#58)	11	4.50	6.00	8.00
Amotep Gunner (#59)	12	4.50	6.00	8.00
Amotep Gunner (#60)	13	4.50	6.00	8.00
Amotep Gunner (#61)	14	4.50	6.00	8.00
Amotep Gunner (#62)	15	4.50	6.00	8.00
Amotep Gunner (#63)	16	4.50	6.00	8.00
Amotep Gunner (#64)	17	4.50	6.00	8.00
Amotep Gunner (#65)	18	4.50	6.00	8.00
Amotep Gunner (#66)	19	4.50	6.00	8.00
Amotep Gunner (#67)	20	4.50	6.00	8.00
Amotep Gunner (#68)	21	4.50	6.00	8.00
Amotep Gunner (#69)	22	4.50	6.00	8.00
Amotep Gunner (#70)	23	4.50	6.00	8.00
Amotep Gunner (#71)	24	4.50	6.00	8.00
Amotep Gunner (#72)	25	4.50	6.00	8.00
Amotep Gunner (#73)	26	4.50	6.00	8.00
Amotep Gunner (#74)	27	4.50	6.00	8.00
Amotep Gunner (#75)	28	4.50	6.00	8.00
Amotep Gunner (#76)	29	4.50	6.00	8.00
Amotep Gunner (#77)	30	4.50	6.00	8.00
Amotep Gunner (#78)	31	4.50	6.00	8.00
Amotep Gunner (#79)	32	4.50	6.00	8.00
Amotep Gunner (#80)	33	4.50	6.00	8.00
Amotep Gunner (#81)	34	4.50	6.00	8.00
Amotep Gunner (#82)	35	4.50	6.00	8.00
Amotep Gunner (#83)	36	4.50	6.00	8.00
Amotep Gunner (#84)	37	4.50	6.00	8.00
Amotep Gunner (#85)	38	4.50	6.00	8.00
Amotep Gunner (#86)	39	4.50	6.00	8.00
Amotep Gunner (#87)	40	4.50	6.00	8.00
Amotep Gunner (#88)	41	4.50	6.00	8.00
Amotep Gunner (#89)	42	4.50	6.00	8.00
Amotep Gunner (#90)	43	4.50	6.00	8.00
Amotep Gunner (#91)	44	4.50	6.00	8.00
Amotep Gunner (#92)	45	4.50	6.00	8.00
Amotep Gunner (#93)	46	4.50	6.00	8.00
Amotep Gunner (#94)	47	4.50	6.00	8.00
Amotep Gunner (#95)	48	4.50	6.00	8.00
Amotep Gunner (#96)	49	4.50	6.00	8.00
Amotep Gunner (#97)	50	4.50	6.00	8.00
Amotep Gunner (#98)	51	4.50	6.00	8.00
Amotep Gunner (#99)	52	4.50	6.00	8.00
Amotep Gunner (#100)	53	4.50	6.00	8.00
Amotep Gunner (#101)	54	4.50	6.00	8.00
Amotep Gunner (#102)	55	4.50	6.00	8.00
Amotep Gunner (#103)	56	4.50	6.00	8.00
Amotep Gunner (#104)	57	4.50	6.00	8.00
Amotep Gunner (#105)	58	4.50	6.00	8.00
Amotep Gunner (#106)	59	4.50	6.00	8.00
Amotep Gunner (#107)	60	4.50	6.00	8.00
Amotep Gunner (#108)	61	4.50	6.00	8.00
Amotep Gunner (#109)	62	4.50	6.00	8.00
Amotep Gunner (#110)	63	4.50	6.00	8.00
Amotep Gunner (#111)	64	4.50	6.00	8.00
Amotep Gunner (#112)	65	4.50	6.00	8.00
Amotep Gunner (#113)	66	4.50	6.00	8.00
Amotep Gunner (#114)	67	4.50	6.00	8.00
Amotep Gunner (#115)	68	4.50	6.00	8.00
Amotep Gunner (#116)	69	4.50	6.00	8.00
Amotep Gunner (#117)	70	4.50	6.00	8.00
Amotep Gunner (#118)	71	4.50	6.00	8.00
Amotep Gunner (#119)	72	4.50	6.00	8.00
Amotep Gunner (#120)	73	4.50	6.00	8.00
Amotep Gunner (#121)	74	4.50	6.00	8.00
Amotep Gunner (#122)	75	4.50	6.00	8.00
Amotep Gunner (#123)	76	4.50	6.00	8.00
Amotep Gunner (#124)	77	4.50	6.00	8.00
Amotep Gunner (#125)	78	4.50	6.00	8.00
Amotep Gunner (#126)	79	4.50	6.00	8.00
Amotep Gunner (#127)	80	4.50	6.00	8.00
Amotep Gunner (#128)	81	4.50	6.00	8.00
Amotep Gunner (#129)	82	4.50	6.00	

Centaur Archer (#12)	3	1.75	2.50	3.00
Centaur Lieutenant (#52)	2	1.25	1.75	2.25
Centaur Lieutenant (#53)	3	1.50	2.25	2.80
Centaur Lieutenant (#54)	4	2.00	3.00	4.00
Centaur Outrider (#7)	1	.75	1.00	1.50
Centaur Outrider (#8)	2	1.00	1.50	2.00
Centaur Outrider (#9)	3	1.75	2.50	3.00
Champion on Heavy Warhorse (#137)	6	2.00	30.00	40.00
Cormelian the Savor (#170)	PR5	54.00	65.00	78.00
Deepwood Sentinel (#34)	1	1.00	1.25	1.75
Deepwood Sentinel (#35)	2	1.40	2.00	2.50
Deepwood Sentinel (#36)	3	2.00	3.00	4.00
Doommathak (#163)	PR5	41.00	52.00	62.00
Elf-at-Arms (#28)	1	.75	1.00	1.50
Elf-at-Arms (#29)	2	1.00	1.50	2.00
Elf-at-Arms (#30)	3	1.75	2.50	3.00
Eroodion Lightfoot (#167)	PR5	70.00	84.00	95.00
Elven Zealot (#61)	2	1.25	1.75	2.25
Elven Zealot (#62)	3	1.50	2.25	2.90
Elven Zealot (#63)	4	2.00	3.00	4.00
Faith Healer (#64)	2	1.25	1.75	2.25
Faith Healer (#65)	3	1.50	2.25	2.80
Faith Healer (#66)	4	2.00	3.00	4.00
Fell Banshee on Skeletal Fell Beast (#103)	3	1.75	2.50	3.00
Fell Banshee on Skeletal Fell Beast (#104)	4	3.50	4.50	5.50
Fell Banshee on Skeletal Fell Beast (#105)	5	4.50	5.50	6.50
Fell Reaper on Skeletal Fell Beast (#97)	3	1.75	2.50	3.00
Fell Reaper on Skeletal Fell Beast (#98)	4	3.25	4.25	5.00
Fell Reaper on Skeletal Fell Beast (#99)	5	4.50	5.50	6.50
Flesh Golem (#55)	2	1.25	1.75	2.25
Flesh Golem (#56)	3	1.50	2.25	2.80
Flesh Golem (#57)	4	2.00	3.00	4.00
Gale Bronzeboss (#149)	PR3	30.00	38.00	47.00
Giski (#156)	PR3	20.00	30.00	40.00
Goblin Archer (#43)	1	.75	1.00	1.50
Goblin Archer (#44)	2	1.00	1.50	2.00
Goblin Archer (#45)	3	1.75	2.50	3.00
Goblin Cannibal (#40)	1	.75	1.00	1.50
Goblin Cannibal (#41)	2	1.00	1.50	2.00
Goblin Cannibal (#42)	3	1.75	2.50	3.00
Goblin Grenadier (#37)	1	.75	1.00	1.50
Goblin Grenadier (#38)	2	1.00	1.50	2.00
Goblin Grenadier (#39)	3	1.75	2.50	3.00
Goblin Volunteer (#46)	1	.75	1.00	1.50
Goblin Volunteer (#47)	2	1.00	1.50	2.00
Goblin Volunteer (#48)	3	1.75	2.50	3.00
Grim Kyldown (#152)	PR4	34.00	41.00	50.00
Gulthak Gaddar (#71)	PR5	48.00	60.00	72.00
Hag Heirodia (#166)	PR5	56.00	70.00	82.00
Harrowblade Broo (#172)	PR6	40.00	48.00	59.00
Heavy Cavalier on Heavy Warhorse (#118)	3	1.75	2.50	3.00
Heavy Cavalier on Heavy Warhorse (#119)	4	3.25	4.25	5.00
Heavy Cavalier on Heavy Warhorse (#120)	5	4.00	5.00	6.00
Heavy Lancer on Heavy Warhorse (#112)	3	1.75	2.50	3.00
Heavy Lancer on Heavy Warhorse (#113)	4	3.25	4.25	5.00
Heavy Lancer on Heavy Warhorse (#114)	5	4.00	5.00	6.00
Hierajet (#162)	PR5	50.00	62.00	75.00
High Battle Mage on Scorpion Mount (#133)	6	20.00	30.00	40.00
High Elf General (#138)	6	20.00	30.00	40.00
Huntsman (#56)	2	1.25	1.75	2.25
Huntsman (#59)	3	1.50	2.25	2.80
Huntsman (#60)	4	2.00	3.00	4.00
Iron Lung (#4)	.1	.75	1.00	1.50
Iron Lung (#5)	2	1.00	1.50	2.00
Iron Lung (#6)	3	1.75	2.50	3.00
Jolun the Fish (#144)	PR4	26.00	35.00	43.00
Kardaria (#151)	PR6	54.00	65.00	78.00
Keening Daemon (#165)	PR6	59.00	72.00	85.00
Khamzin Gunslinger (#22)	.1	.75	1.00	1.50
Khamzin Gunslinger (#23)	2	1.00	1.50	2.00
Khamzin Gunslinger (#24)	3	1.75	2.50	3.00
King of the Dead on Skeletal Fell Beast (#135)	5	20.00	30.00	40.00
Laurell (#146)	PR4	32.00	39.00	49.00
Lich (#141)	6	18.00	24.00	28.00
Light Cavalier on Light Warhorse (#115)	3	2.75	3.75	4.75
Light Cavalier on Light Warhorse (#116)	4	2.50	3.50	4.50
Light Cavalier on Light Warhorse (#117)	5	4.00	5.00	6.00
Light Lancer on Light Warhorse (#109)	3	1.75	2.50	3.00
Light Lancer on Light Warhorse (#110)	4	3.25	4.25	5.00
Light Lancer on Light Warhorse (#111)	5	4.00	5.00	6.00
Lightning Tailman (#160)	PR4	28.00	36.00	45.00
Longbow Archer (#31)	1	.75	1.00	1.50
Longbow Archer (#32)	2	1.00	1.50	2.00
Longbow Archer (#33)	3	1.40	2.00	2.50
Lurker (#16)	.1	.75	1.00	1.50
Lurker (#17)	2	1.00	1.50	2.00
Lurker (#18)	3	1.75	2.50	3.00
Marsh Zombie (#13)	.1	.75	1.00	1.50
Marsh Zombie (#14)	2	1.00	1.50	2.00
Marsh Zombie (#15)	3	1.75	2.50	3.00
Martyr on Light Warhorse (#138)	6	20.00	30.00	40.00
Mogga Crackshot (#157)	PR3	20.00	30.00	40.00
Nightmare Banshee on Nightmare (#105)	3	1.75	2.50	3.00
Nightmare Banshee on Nightmare (#107)	4	2.75	3.75	4.75
Nightmare Banshee on Nightmare (#108)	5	4.50	5.50	6.50
Nightmare Reaper on Nightmare (#100)	3	1.75	2.50	3.00
Nightmare Reaper on Nightmare (#101)	4	3.25	4.25	5.00
Nightmare Reaper on Nightmare (#102)	5	4.00	5.00	6.00
Nuren the Toad (#174)	PR5	41.00	52.00	62.00
Podo (#158)	PR3	24.00	32.00	40.00
Rathgad Thunderhoof (#168)	PR5	56.00	70.00	82.00
Rendrik (#148)	PR3	20.00	30.00	40.00
Scarab (#159)	PR5	54.00	65.00	78.00
Scorpion Crossbowman on Scorpion Mount (#91)	3	1.75	2.50	3.00
Scorpion Crossbowman on Scorpion Mount (#92)	4	2.50	3.50	4.50
Scorpion Crossbowman on Scorpion Mount (#93)	5	4.00	5.00	6.00

Taikmaster (#140)	6	20.00	30.00	40.00
Technomancer (#49)	2	1.25	1.75	2.25
Technomancer (#50)	3	1.50	2.25	2.80
Technomancer (#51)	4	2.00	3.00	4.00
Techun on Dragonfly Mount (#134)	6	24.00	30.00	36.00
Tribal Brute (#70)	2	1.25	1.75	2.25
Tribal Brute (#71)	3	1.50	2.25	2.80
Tribal Brute (#72)	4	2.00	3.00	4.00
Uhrik Charger on Nightmare (#136)	6	20.00	30.00	40.00
Whelp (#82)	2	1.50	2.25	2.80
Whelp (#83)	3	1.75	2.50	3.00
Whelp (#84)	4	2.50	3.50	4.50
Whirling Golem (#1)	.1	.75	1.00	1.50
Whirling Golem (#2)	2	1.00	1.50	2.00
Whirling Golem (#3)	3	1.75	2.50	3.00
Willow Nook (#153)	PR3	20.00	30.00	40.00
Yanna Fairhame (#169)	PR6	80.00	92.00	102.00

MAGE KNIGHT PROMOS AND SPECIAL RELEASES

WIZKIDS-2001

Atlantean Ram	19.00	25.00	30.00
Black Powder Rebel War Wagon	19.00	25.00	30.00
Black Thorn (#BT1)	100.00	125.00	155.00
Dungeons Treasure Chest (ass't)	20.00	30.00	40.00
Great Fire Dragon	19.00	25.00	30.00
Polar Ice Dragon	19.00	25.00	30.00
Raydan Marz (#RM1)	125.00	165.00	200.00
Venomous Shadow Dragon	19.00	25.00	30.00

STRANGE BREW

DISHWASHER SAFF

Poor Don, with his pretty-boy California tan, condemned to be a "quiet dishwasher" for as long as there are *On the Edge* cards left in the world. Poor Don, sentenced to be a conspiratorial "plug," whatever that is—though it sounds like a wad of stuff that clogs the drain of your bathroom sink. Watch out kids, this could be you. You too could be plugged at any time and find yourself on a crappy game card like *Quiet Dishwasher*, Shopping Cart Lady or Garbage Man. Well, at least it beats Diligent Farmhand. No, wait—never mind, it doesn't.



MAGI-NATION DUEL

INTERACTIVE IMAGINATION-2001

Full Set including Ultra-Rares	100.00	150.00	180.00
Commons	.05	.10	.20
Unlisted Uncommons	.25	.50	.75
Foil Commons	1.00	1.50	2.00
Foil Uncommons	2.00	3.00	4.00
Unlisted Rares	2.00	3.00	4.00

Median FOIL cards' prices are 2.5x-4x their non-FOIL versions.

Vulbar	R	2.50	3.50	4.50
Will of Orotthe	R	4.50	6.00	8.00
Zet	PR	6.00	8.00	10.00

MAGI-NATION AWAKENINGS

INTERACTIVE IMAGINATION-2001

Full Set including Ultra-Rares	100.00	150.00	180.00
Commons	.05	.10	.20
Unlisted Uncommons	.25	.50	.75
Foil Commons	1.00	1.50	2.00
Foil Uncommons	2.00	3.00	4.00

Median FOIL cards' prices are 2.5x-4x their non-FOIL versions.

Darkbreed Hyran	R	5.50	7.50	9.50
Furok Guardian	R	4.00	5.00	6.00
Raye's Belt	R	14.00	20.00	24.00
Rock Hyren	R	4.50	6.00	8.00
Sorreath	R	5.00	7.00	9.00
Sperril	R	5.00	7.00	9.00
Tony Jones	PR	9.50	12.00	15.00
Tunnel Hyren	R	6.00	8.00	10.00
Ven	R	2.50	3.50	4.50
Weave Hyren	R	4.50	6.00	8.00

SURVIVOR

UPPER DECK-2001

Full Set (150 cards)	100.00	125.00	150.00
Unlisted Commons	.10	.25	.35
Unlisted Starter Deck Cards	.10	.25	.35
Unlisted Uncommons	.25	.50	.75
Unlisted Rares	1.40	2.00	2.50

Archery	R	1.75	2.50	3.00
B.B.	R	3.00	4.00	5.00
Buried Treasure	R	2.50	3.50	4.50
Colleen	R	4.00	5.00	6.00
Create Your Own Castaway (10 cards-each)	SD	4.00	6.00	8.00
Dirk	R	2.50	3.50	4.50
Eliminate the Competition	R	4.00	5.00	6.00
Fallen Comrades	R	2.00	3.00	4.00
Gervase (auto.)	PR	17.00	24.00	28.00
Greg	R	4.50	5.50	6.50
Jenna (auto.)	PR	38.00	48.00	58.00
Kelly	R	3.50	4.50	5.50
Kimmi	PR	8.00	10.00	12.50
Making Friends	R	2.00	3.00	4.00
Reward Challenge	R	2.00	3.00	4.00
Richard	SD	3.00	4.00	5.00
Rudy	R	4.50	5.50	6.50
Sean (auto.)	PR	16.00	23.00	26.00
Solidify an Alliance	R	1.75	2.50	3.00
Squared Off	R	2.00	3.00	4.00
Survivor Witch Hunt	R	1.75	2.50	3.00
Winning Personality	R	2.00	3.00	4.00

SURVIVOR: OUTBACK

UPPER DECK-2001

Full Set (150 cards)	80.00	100.00	125.00

WARLORD

Price Guide



WARLORD: SAGA OF THE STORM

ALDERAC ENTERTAINMENT-2001

Full Set 200.00 250.00 300.00
 Unlisted Commons 10 25 35
 Unlisted Uncommons 25 50 75
 Unlisted Rares 2.00 3.00 4.00

Aleandressa R 4.00 5.00 6.00
 Anandale's Armor R 3.00 4.00 5.00
 Assassination R 4.00 5.00 6.00
 Blade of Syren R 2.50 3.50 4.50
 Boots of Speed PR 5.50 7.50 10.00
 Chain Lightning R 4.00 5.00 6.00
 Cloak of Protection PR 14.00 20.00 24.00
 Count Damien R 3.00 4.00 5.00
 Crown of Command PR 14.00 20.00 24.00
 Crushbone Mace PR 14.00 20.00 24.00
 Glyph of Fate R 4.50 5.50 6.50
 Glyph of Healing PR 24.00 30.00 36.00
 Great Cleave R 3.40 4.50 5.50
 Husuk R 3.40 4.50 5.50
 Imperial Amulet PR 10.00 15.00 18.00
 Johan Halfblooded R 4.50 6.00 8.00
 Kerebus R 3.00 4.00 5.00
 King Xod R 4.00 5.00 6.00
 Lathos R 3.00 4.00 5.00
 Mass Blessing R 4.50 5.50 6.50
 Master Anandale R 3.40 4.50 5.50
 Maximilian R 3.00 4.00 5.00
 Meteor Swarm R 3.00 4.00 5.00
 Power Word: Kill R 3.40 4.50 5.50
 Prince Auri R 3.00 4.00 5.00
 Princess Dashkova R 3.40 4.50 5.50
 Rahku Mennanah R 2.50 3.50 4.50
 Rod of Roaring Flames R 3.40 4.50 5.50
 Rod of Striking PR 5.50 7.50 10.00
 Rren'the R 3.00 4.00 5.00
 Sethusk R 3.40 4.50 5.50
 Signori's Armor R 3.40 4.50 5.50
 Slayer's Tome PR 28.00 35.00 42.00
 Sliven R 2.50 3.50 4.50
 Soul Stealer PR 8.00 10.00 12.50
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RECHARGE

PRICE GUIDE

Want a shock to your system? Marvel's *ReCharge*, its latest foray into the CCG world, is just the game for you. It boasts game play that's simple enough to pick up in minutes, but has enough strategy to keep more experienced gamers entertained. The 250-card inaugural set showcases lots of cool artwork of

all of the top characters from the Marvel universe. In addition to the 150 unique game cards, there are 100 full-foil Power Plus cards, which have special bonuses and are ultra-rare. The game's playable straight out of both the starters and the boosters, each of which can be had on the cheap. Get charged!

MARVEL RECHARGE MARVEL-2001

#	TYPE	NAME	RARITY	31	Hero	Wolverine	R	66	Hero	Bob	R	131	Power	Spider-Man/Wolverine	R	198	PP	Nightcrawler	UR
1	Hero	Spider-Man	R	32	Hero	Professor X	C	67	Hero	Jean Grey	R	132	Power	Human Torch/Iceman	R	199	PP	Sunfire	UR
2	Hero	Daredevil	U	33	Hero	Cyclops	C	68	Hero	Rogue	R	133	Power	Cable/Nick Fury	R	200	PP	Black Cat	UR
3	Hero	Hulk	U	34	Hero	Cable	R	69	Hero	White Queen	R	134	Power	Carnage/Shriek	R	201	PP	Silver Sable	UR
4	Hero	Captain America	R	35	Hero	Angel	U	70	Hero	Polaris	R	135	Power	Strife/Domino	R	202	PP	Enchantress	UR
5	Hero	Thor	U	36	Hero	Iceman	U	71	Hero	Mystique	R	136	Power	Ultron/Warbird Special:	U	203	PP	Sabretooth	UR
6	Hero	U.S. War Machine	U	37	Hero	Wolverine Special: Berserk	U	72	Hero	Madelyne Pryor	R	137	Power	Punisher/Black Widow	R	204	PP	Mr. Sinister	UR
7	Hero	Spider-Man Special: Web Blast	U	38	Hero	Gambit	C	73	Hero	Domino	R	138	Power	Bulldog/Elektra	R	205	PP	Juggernaut	UR
8	Hero	Human Torch	C	39	Hero	Colossus	C	74	Hero	Scarlet Witch	R	139	Power	Ghost Rider/Typhoid Mary	R	206	PP	Storm	UR
9	Hero	Thing	C	40	Hero	Bishop	C	75	Hero	Phoenix	R	140	Power	Shadow King/Psylocke	C	207	PP	Jubilee	UR
10	Hero	Silver Surfer	C	41	Hero	Punisher	U	76	Hero	Doop	R	141	Power	Apocalypse/Angel	C	208	PP	Shadowcat	UR
11	Hero	Dr. Doom	R	42	Hero	Ghost Rider	U	77	Team	Spider-Man/Rhino	C	142	Power	Mr. Sinister/Cyclops	C	209	PP	Black Widow	UR
12	Hero	Green Goblin	U	43	Hero	Blade	C	78	Team	Hulk/Wolverine	C	143	Power	Mr. Sinister/Cyclops Special:	U	210	PP	Daredevil/Elektra	UR
13	Hero	Super-Skrull	U	44	Hero	Mr. Fantastic/ Invisible Woman	U	79	Team	Daredevil/Punisher Special:	U	144	Power	Magneto/Professor X	C	211	PP	Typhoid Mary	UR
14	Hero	Bulseye	R	45	Hero	Medusa	U	80	Team	Fantastic 4	C	145	Power	Sabretooth/Wolverine	U	212	PP	Satana	UR
15	Hero	Carnage	U	46	Hero	Tigra	C	81	Team	Witchie	C	146	Power	Polaris/Havok	C	213	PP	Magneto	UR
16	Hero	Venom Special: Berserk	U	47	Hero	Beast	R	82	Team	S.H.I.E.L.D. Special:	U	147	Power	Viper/Wolverine Special:	U	214	PP	Deadpool	UR
17	Hero	Red Skull	U	48	Hero	Nightcrawler	R	83	Team	Inhumans	R	148	Power	Dazzler/Longshot	C	215	PP	Quicksilver	UR
18	Hero	Kingpin	C	49	Hero	Sunfire	R	84	Team	Ultimate Weapon X	R	149	Power	Jubilee/Wolverine	U	216	PP	Blob	UR
19	Hero	Doctor Octopus	C	50	Hero	Black Cat	R	85	Team	Brotherhood	R	150	Power	Rogue/Gambit	R	217	PP	Jane Grey	UR
20	Hero	Rhino	C	51	Hero	Silver Sable	R	86	Team	Hydra	R	151	Power	Spider-Man	UR	218	PP	Polaris	UR
21	Hero	Elektra	R	52	Hero	Enchantress	R	87	Team	Aim	R	152	Power	Daredevil	UR	219	PP	Mystique	UR
22	Hero	She-Hulk	U	53	Hero	Sabretooth	U	88	Team	Hand	R	153	Power	Hulk	UR	220	PP	Madelyne Pryor	UR
23	Hero	Spider-Girl	U	54	Hero	Mr. Sinister	C	89	Team	Sentinels	C	154	Power	Punk	UR	221	PP	Domino	UR
24	Hero	Warbird	R	55	Hero	Juggernaut	C	90	Team	Marauders	U	155	Power	Captain America	UR	222	PP	Scarlet Witch	UR
25	Hero	Dagger	U	56	Hero	Storm	U	91	Team	Brotherhood of Evil Mutants	U	156	Power	Thor	UR	223	PP	Phoenix	UR
26	Hero	Elektra Special: Assassin	U	57	Hero	Jubilee	U	92	Team	Special: Crossover	U	157	Power	U.S. War Machine	UR	224	PP	Doop	UR
27	Hero	Alias	U	58	Hero	Shadowcat	C	93	Team	Exiles	C	158	Power	Spider-Man Special:	U	225	PP	Spider-Man/Rhino	UR
28	Hero	Firestar	C	59	Hero	Black Widow	R	94	Team	Morlocks	U	159	Power	Human Torch	UR	226	PP	Fantastic 4	UR
29	Hero	Wasp	C	60	Hero	Daredevil/Elektra	R	95	Team	X-Force Special: Crossover	R	160	Power	Thing	UR	227	PP	Witches	UR
30	Hero	Crystal	C	61	Hero	Typhoid Mary	R	96	Team	Avengers	R	161	Power	Silver Surfer	UR	228	PP	Inhumans	UR
				62	Hero	Satana	R	97	Team	X-Men	R	162	Power	Red Skull	UR	229	PP	Ultimate Weapon X	UR
				63	Hero	Magneto	R	98	Power	Iron Man	R	163	Power	Doctor Octopus	UR	230	PP	Exiles	UR
				64	Hero	Deadpool	R	99	Power	Daredevil Special: Blackout	U	164	Power	Green Goblin	UR	231	PP	Marauders	UR
				65	Hero	Quicksilver	R	100	Power	Punisher	U	165	Power	Carnage	UR	232	PP	Avengers	UR
								101	Power	Spider-Man	U	166	Power	Venom Special: Berserk	UR	233	PP	Exiles	UR
								102	Power	Electro	U	167	Power	Red Skull	UR	234	PP	Iron Man	UR
								103	Power	Kingpin Special: Kickback	U	168	Power	Kingpin	UR	235	PP	Spider-Man	UR
								104	Power	Sabretooth	U	169	Power	Doctor Octopus	UR	236	PP	Electro	UR
								105	Power	Magneto	U	170	Power	Rhino	UR	237	PP	Green Goblin	UR
								106	Power	Green Goblin	U	171	Power	Elektra	UR	238	PP	Sage	UR
								107	Power	Sage	U	172	Power	She-Hulk	UR	239	PP	Spider-Man	UR
								108	Power	Rogue Special: Hog-tied	U	173	Power	Spider-Girl	UR	240	PP	Professor X	UR
								109	Power	Storm	U	174	Power	Warbird	UR	241	PP	Iron Man/Kang	UR
								110	Power	Jean Grey	U	175	Power	Dagger	UR	242	PP	Electro	UR
								111	Power	Elektra	U	176	Power	Electra Special: Assassin	UR	243	PP	Green Goblin	UR
								112	Power	Nightcrawler	R	177	Power	Alias	UR	244	PP	Sage	UR
								113	Power	Iceman Special: Freeze-out	U	178	Power	Firestar	UR	245	PP	Spider-Man	UR
								114	Power	Colossus	U	179	Power	Wasp	UR	246	PP	Professor X	UR
								115	Power	Wolverine	U	180	Power	Crystal	UR	247	PP	Iron Man/Kang	UR
								116	Power	Magneto	U	181	Power	Professor X	UR	248	PP	Black Bolt/Medusa	UR
								117	Power	Black Panther/Mephisto	C	182	Power	Wolverine Special: Berserk	UR	249	PP	Magneto/Professor X	UR
								118	Power	Thing/Super-Skrull	C	183	Power	Gambit	UR	250	PP	Dazzler/Longshot	UR
								119	Power	Hulk/Abomination Special:	U	184	Power	Cable	UR				
								120	Power	Wipeout	R	185	Power	Angel	UR				
								121	Power	Iron Man/Kang	C	186	Power	Iceman	UR				
								122	Power	Mr. Fantastic/Dr. Doom	U	187	Power	Wolverine Special: Berserk	UR				
								123	Power	Daughters of the Dragon	C	188	Power	Gambit	UR				
								124	Power	Hulk/She-Hulk Special:	U	189	Power	Colossus	UR				
								125	Power	Wipeout	R	190	Power	Bishop	UR				
								126	Power	Black Bolt/Medusa	C	191	Power	Punisher	UR				
								127	Power	Captain Marvel/Moondragon	U	192	Power	Ghost Rider	UR				
								128	Power	Daredevil/Black Widow	R	193	Power	Blade	UR				
								129	Power	Banshee/Forge	R	194	Power	Mr. Fantastic/ Invisible Woman	UR				
								130	Power	Human Torch/Chamber	R	195	Power	Medusa	UR				
											196	Power	Tigra	UR					
											197	Power	Beast	UR					

HULK SMASH!



MARVEL RECHARGE DATA

C=COMMON U=UNCOMMON R=RARE UR=ULTRA-RARE

TEAM=TEAMWORK PP=FULL-FOIL POWER PLUS

WARHAMMER

40,000

CCG CHECKLIST

Leave it to Sabertooth Games to squash those Warhammer minis into cards. In what should be one of the hottest games of the new season, the Warhammer CCG takes our favorite Ork, Space Marine, Eldar and Chaos forces into a super-fun card game. It plays quickly—games last only four turns—

has easy-to-learn rules and allows for tons of combat and player interaction. Each card in the game acts not only as a unit or character, but also has any of a multitude of other game play uses. Starter decks contain 55 cards and boosters 12; each faction also has a theme deck. Time to bash and bruise!

WARHAMMER 40K SABERTOOTH GAMES-2001

CARD NAME	FACTION	TYPE	RARITY	Barbican Peaks	Gen	Sect	FX	Chaos Terminators	Chaos Unit	U	Khorne Brass Scorp.	Chaos Unit	U	Skarboyz	Ork	Unit	U	
Barbican Settlers	Ork	Unit	C	Barbican Settlers	Gen	Unit	C	Chaos Thunderhawk	Chaos Unit	R	Khorne Flesh Houn.	Chaos Unit	U	Slaan. Daemonettes	Chaos Unit	U	C	
Battle Wagon	Ork	Unit	UR	Battle Wagon	Ork	Unit	UR	Chaos Veterans	Chaos Unit	R	Kho. Tower of Skulls	Chaos Unit	R	Slaanesh Hell-Knig.	Chaos Unit	U	C	
Big Watz, Mekboss	Ork	Char	U	Bike Squad	SM	Unit	C	Chaplain Darmus	SM	Char	Killer Kanz	Ork	Unit	C	Slugga Boyz	Ork	Unit	U
Blood Angels Term.	SM	Unit	R	Blood Axe Boyz	Ork	Unit	U	Chaplain Narran	SM	Char	Kir-Itz, Daemon Prim.	Chaos Char	UR	Smokescreen Gener.	Gen	Fort	UR	
Aband. Settlement	Gen	Fort	C	Bloodthirster	Chaos	Unit	R	Cobra	SM	Char	Kommunitann	Ork	Unit	U	Snake Bite Boyz	Ork	Unit	U
Adepta Sororitas	SM	Unit	R	Boarboyz	Ork	Unit	C	Codicier Xerid	SM	Char	Laminiatids	Ork	Unit	C	Sneaky Bits	Ork	Unit	U
Alephara	SM	Unit	U	Boss Snikrot	Ork	Char	R	Command Bunker	SM	Char	Land Raider	SM	Unit	UR	Sniper Nest	Gen	Fort	U
Akhail	Elder	Unit	R	Boss Zagstruk	Ork	Char	UR	Command Rhine	SM	Unit	Land Speeder	SM	Unit	C	Space Marines	SM	Fleet	FL
Aleathra	Elder	Unit	C	Bunker Complex	Gen	Fort	U	Cordon Tham	SM	Char	Land Speed. Tornado	SM	Unit	R	Speed Freak Fights	Ork	Unit	U
Apothecary Singa	SM	Char	C	Burn Boyz	Ork	Unit	R	Cultist Cabal	Chaos	Unit	Laoreth	Elder	Unit	R	Squad Caveav	SM	Unit	RC
Ardean Raiders	Gen	Unit	C	Captain Agemman	SM	Char	R	Da Red. Commandos	Ork	Unit	Lascannion Razorb.	SM	Unit	R	Squad Damocles	SM	Unit	U
Ardeas Valley	Gen	Seal	FX	Captain Miller	SM	Char	R	Da Vulcha Boyz	Ork	Unit	Lexicanium Fulgar	SM	Char	C	Squad Domitus	SM	Unit	U
Arennus	Elder	Unit	U	Cerulithar	Elder	Unit	C	Daemon Prince	Chaos	Unit	Lochies	Elder	Unit	C	Squad Faustus	SM	Unit	U
Arthredil	Elder	Unit	U	Chaos	Chaos	Fleet	FL	Daemonic Cavalry	Chaos	Unit	Loxtas	Ork	Unit	R	Squad Gladius	SM	Unit	U
Assault Drop Pods	SM	Unit	R	Chaos Bikers	Chaos	Unit	C	Dakkha Boyz	Ork	Unit	Looted Land Raida	Ork	Unit	R	Squad Horatus	SM	Unit	U
Asurmen	Elder	Unit	U	Chaos Dreadnought	Chaos	Unit	R	Death Company	SM	Unit	Looted Leman Russ	Ork	Unit	R	Squad Morpheus	SM	Unit	U
Athercion	Elder	Unit	U	Chaos Havocs	Chaos	Unit	U	Deathskull Boyz	Ork	Unit	Looted Rhino	Ork	Unit	R	Squad Numitor	SM	Unit	U
Avatar	Elder	Unit	UR	Chaos Land Raider	Chaos	Unit	R	Dicks of Tzeentch	Chaos	Unit	Lord of Change	Chaos	Unit	R	Squad Remus	SM	Unit	U
Baal Predator	SM	Unit	U	Chaos Obliterators	Chaos	Unit	R	Doomrider	Chaos	Unit	Mad Dak	Ork	Char	R	Squad Sentis	SM	Unit	U
Bad Moon Boyz	Ork	Unit	C	Doomwing Fighters	Ork	Unit	PR	Doomwing Fighters	Ork	Unit	Maagan Ra	Elder	Char	U	Squad Tibernius	SM	Unit	U
Barboroth	Elder	Unit	C	Dreadnought	SM	Unit	C	Dreadnought	SM	Unit	Maugannath	Elder	Unit	R	Squad Triton	SM	Unit	U
Balechta	Elder	Unit	C	Drop Pods	SM	Unit	UR	Drop Pods	SM	Unit	Maximi, Demi-Priest	Chaos	Char	R	Squig Hard	Ork	Unit	U
Barbed Wire	Gen	Fort	C	Drop Zone	Gen	Fort	U	Eldar Fleet	FL	Meircha	Elder	Unit	C	Squiggoth	Ork	Unit	U	
				Eldar	Elder	Unit	UR	Eldar Fleet	FL	Mebkoy Speedsta	Ork	Unit	C	Stelthannir	Elder	Unit	U	
				Eldrad Ulthran	Elder	Char	R	Eldrad Ulthran	Elder	Unit	Mekboy Speedsta	Ork	Unit	C	Stikk Bommias	Ork	Unit	U
				Erebos, Chaos Lord	Chaos	Char	R	Erlchin	Elder	Unit	Milkyn's Bodyguard	SM	Unit	R	Stomper	Ork	Unit	U
				Erlchin	Elder	Unit	C	Fabius Bile	Ork	Unit	Mirehn	Elder	Unit	R	Storm Boyz	Ork	Unit	U
				Fabius Bile	Ork	Unit	U	Falcon	Elder	Unit	Mircethion	Elder	Unit	R	Support Battery	Elder	Unit	U
				Farseer Faerulthir	Elder	Unit	UR	Farseer Hilan	Elder	Char	Morgaen	Elder	Unit	R	Surveillance Station	Gen	Fort	RC
				Fiends of Slaanesh	Chaos	Unit	R	Fighta-Bommerz	Ork	Unit	Morlanna the Chosen	SM	Unit	R	Tank Bustas	Ork	Unit	U
				Fire Base	Gen	Fort	C	Fire Prism	Elder	Unit	Mortlanna the Chosen	Elder	Unit	R	Tank Traps	Gen	Fort	U
				Flak Wagon	Elder	Unit	UR	Flak Gifz	Ork	Unit	Mortlanna the Chosen	Elder	Unit	R	Tech Marine Ephatis	SM	Char	U
				Force Field Gener.	Gen	Fort	R	Force Field Gener.	Gen	Fort	Mortlanna the Chosen	Elder	Unit	R	Tech Marine Krey	SM	Char	U
				Freebootas	Ork	Unit	C	Fuegan	Elder	Char	Mortlanna the Chosen	Elder	Unit	R	Tectonic Stabilizer	Gen	Fort	U
				Ghazghkull Thraka	SM	Unit	R	Ghazghkull Thraka	Ork	Char	Nael	Elder	Unit	U	The Black Maze	Gen	Fort	FX
				Goff Boyz	Ork	Unit	UR	Ghazghkull Thraka	Ork	Char	Nathail	Elder	Unit	R	The Chem Boys	Gen	Fort	U
				Great Unclean One	SM	Unit	U	Ghazghkull Thraka	Ork	Char	Nightwing	Elder	Unit	PR	The Corrupted	Chaos	Unit	U
				Greed Shifta	Chaos	Unit	R	Ghazghkull Thraka	Ork	Char	Nob Mob	Ork	Unit	U	Thousand Sons	Chaos	Unit	U
				Gretchin Mob	Ork	Unit	U	Grot Slaves	Ork	Unit	Noira	Elder	Unit	R	Thunderb. Gunship	SM	Unit	U
				Grot Slaves	Ork	Unit	U	Hvy Bolter Att. Bikes	SM	Unit	Noise Marines	Chaos	Unit	R	Tik	Gen	Char	U
				Hvy Bolter Att. Bikes	SM	Unit	R	Hvy Bolter Razorb.	SM	Unit	Noriechen	Elder	Unit	R	Traitor Space Marin.	Chaos	Unit	U
				Hvy Bolter Razorb.	Ork	Unit	UR	Honor Guard	SM	Unit	Nurge Plague Bear.	Chaos	Unit	C	Trukk Boyz	Ork	Unit	U
				Honor Guard	SM	Unit	U	Iminell	Elder	Unit	Nurge Plague Eng.	Chaos	Unit	U	Tzathann	Elder	Unit	U
				Iminell	Elder	Unit	U	Inquisitor Eisenhorn	SM	Char	Nurglelings	Chaos	Unit	R	Tzeen. Blue Horrors	Chaos	Unit	U
				Jain Zar	Elder	Char	R	Jain Zar	Elder	Unit	Oberon Hive City	Gen	Sect	FX	Tzeentch Flamers	Chaos	Unit	U
				Jain Zar	Elder	Unit	U	Jamming Station	Gen	Fort	Olk Dreadnought	Ork	Unit	R	Tzeen. Pink Horrors	Chaos	Unit	U
				Jamming Station	Gen	Fort	U	Jet Kat Ulthan	Gen	Char	Orks	Ork	Fleet	FL	Ultramarine Termin.	SM	Unit	U
				Jet Kat Ulthan	Gen	Char	R	Jetbike Sq. Alaedron	Elder	Unit	Painboss	Ork	Char	R	Underhive Gang	Gen	Unit	U
				Jetbike Sq. Alaedron	Elder	Unit	R	Jetbike Sq. Asurlynn	Elder	Unit	Plague Marines	Chaos	Unit	C	Vampire Raider	Elder	Unit	U
				Jetbike Sq. Asurlynn	Elder	Unit	R	Jetbike Sq. Bahrani	Elder	Unit	Poss. Space Marines	Chaos	Unit	U	Tzathann	Elder	Unit	U
				Jetbike Sq. Bahrani	Elder	Unit	C	Jetbike Sq. Eriion	Elder	Unit	Predator Annihilator	SM	Unit	C	Wave Marine Ephatis	SM	Char	U
				Juggern. of Khorne	Chaos	Unit	R	Juggern. of Khorne	Elder	Char	Predator Destructor	SM	Unit	R	Wave Marine Krey	SM	Char	U
				Karandras	Elder	Char	C	Kaura	Elder	Unit	Pr Nachez Rheingold	Gen	Char	U	Vindicator	SM	Unit	U
				Kaura	Elder	Unit	R	Keeper of Secrets	Elder	Unit	Pulse Rockit Battery	Ork	Unit	R	Viper Squad Kahli	Elder	Unit	U
				Khabalon	Elder	Unit	C	Khabalon	Elder	Unit	Ralahir	Elder	Unit	C	Viper Squad Lorchal	Elder	Unit	U
				Khainazilh	Elder	Unit	C	Khainazilh	Elder	Unit	Rangers	Elder	Unit	U	Viper Squad Tueren	Elder	Unit	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Red Ratchet	Ork	Char	C	Wyrion, Plague Br.	Chaos	Char	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Rehmon	Elder	Unit	R	Warbike Squad	Ork	Unit	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Reffrenth's Bodyg.	SM	Unit	R	Warbuggy	Ork	Unit	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Remnili	Elder	Unit	R	Warhound Titan	SM	Unit	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Rhino	SM	Unit	C	Warlord Ulkonesh.	Ork	Char	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Ruined Cathedral	Gen	Fort	R	Wartrakk	Ork	Unit	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Searaine	Elder	Unit	R	Wartrukk	Ork	Unit	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Salvage Team	Gen	Unit	R	Wave Serpent Doril	Elder	Unit	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Sgt. Horvath's Squad	SM	Unit	R	Wave Serpent Lapiel	Elder	Unit	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Sgt. Ragnar's Squad	SM	Unit	R	Wave Serpent Nyiere	Elder	Unit	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Shiera	Elder	Unit	U	Wazz Boyz	Ork	Unit	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Shining Spears	Elder	Unit	UR	Westle Black Blood	Gen	Char	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit	Shoata Boyz	Ork	Unit	U	Wor. Eaters Sp. Mar.	Chaos	Unit	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit					Yaevin	Elder	Unit	U
				Khainazilh	Elder	Unit	R	Khainazilh	Elder	Unit					Zaphiel	Chaos	Char	U

WARHAMMER 40K DATA

CHAR=CHARACTER FORT=FORTIFICATION GEN=GENERIC SECT=SECTOR SM=SPACE MARINES

C=COMMON U=UNCOMMON R=RARE UR=ULTRA-RARE FL=FLEET FX=FIXED PR=PRIMO

THE LORD OF THE RINGS

GIFT GUIDE

Every blockbuster movie brings with it a host of tied-in products, but "Lord of the Rings" rules them all. Hundreds of items, from books to toys to apparel to games, are hitting stores to ride on the wave of Tolkien popularity. The market's so crowded, it's tough to tell exactly what's out there.

Not sure what to snag for the holidays for your gamer friends or the Tolkien collector who just has to have the best? Don't worry—INQUEST's got it all together for you. Over the next few pages, we've got a list of every Tolkien-related item that's new to stores or is being rereleased for the upcoming movies. From Decipher's hot new *Lord of the Rings CCG* to the Hildebrandt Brothers' special-edition Firefighters' Relief Fund Tolkien art book to United Cutlery's cutting-edge swords, it's all here.



Photo: Peter Jackson/New Line © 2001 New Line Cinema

ACTION FIGURES/PLAYSETS

Toy Biz
www.toybiz.com

PRODUCT RETAIL PRICE

The Lord of the Rings Action Figures Assortment 1: 6" tall; include accessories	\$5.99
Witch-king Ringwraith	\$5.99
Strider (Aragorn)	\$5.99
Legolas	\$5.99
Newborn Lurtz Uruk-hai	\$5.99

The Lord of the Rings Action Figures Assortment 2: 6" tall; include accessories	\$5.99
Gandalf	\$5.99

Samwise Gamgee	\$5.99
Saruman	\$5.99
Orc Overseer	\$5.99

Action Figure Twin Pack Assortment 1:

include accessories	
Boromir vs. Lurtz/Uruk-hai	\$5.99
Galadriel and Frodo	\$5.99
Merry and Pippin with Moria Orc (Gollum)	\$5.99

Deluxe Horse Assortment

include lights, sounds and galloping action	
The Ringwraiths and Horse	\$14.99
Arwen with Asfaloth (includes Frodo figure)	\$14.99

Electronic Cave Troll

10" tall; includes sound, motion and batteries	\$19.99
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The Lord of the Rings Collector Series:

9" to 12" tall; include authentic fabric costumes

Gandalf/Frodo/Arwen/Aragorn/Gimli/Galadriel	\$19.99
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The Lord of the Rings Bow 'N' Arrow Set

Includes 3 foam arrows and belt clip	\$16.99
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Electronic Middle Earth Sword

30"-long saber; includes sounds and 3 AA batteries	\$14.99
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Electronic Light 'N' Sound "Sting" Sword

20" long; includes 3 AA batteries	\$12.99
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Flip-Top Watch

digital LCD display; backlight	\$12.99
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Marble Pouches Assortments I & II

10 marbles each; leather pouch w/LotR logo \$6.99

APPAREL/JEWELRY

Elbenwald
www.elbenwald.com (German-only)

8-Karat Gold and Silver One Ring	\$185.00
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New Line Cinema
www.newlinecinema.com

"Frodo Lives" Baseball Cap (black, adjustable)	\$12.95
"Frodo Lives" T-Shirt (L/XL, white)	
W/"One Ring to Rule Them All" on sleeve	\$16.95

The Lord of the Rings Ringwraith T-Shirt (M/L/XL, black)

\$15.95

BOOKS/BOOKS ON TAPE/POSTCARDS

Various publishers; all titles by J.R.R. Tolkien unless otherwise noted

Bored of the Rings, by the Harvard Lampoon (paperback, parody)	\$12.00
Complete Guide to Middle-earth, by Robert Foster (paperback; cover art by Hildebrandts)	\$12.95
Farmer Giles and Other Stories, narrated by Derek Jacobi (unabridged cassette)	\$15.00
The Fellowship of the Ring (film art cover, hardcover)	\$22.00
The Fellowship of the Ring (film art cover, paperback)	\$12.00
The Fellowship of the Ring, read by Rob Inglis (unabridged cassette)	\$34.99
The Fellowship of the Ring (abridged cassette)	\$25.95
The Fellowship of the Ring Insiders' Guide, by Brian Sibley (paperback)	\$6.95
The Hobbit (illustrated, paperback)	\$15.00
The Hobbit (young adult edition; hardcover)	\$18.00
The Hobbit (young adult edition; paperback)	\$10.00
The Hobbit, read by Rob Inglis (CD)	\$39.99
The Hobbit, read by Rob Inglis (unabridged cassette)	\$29.99
The Hobbit Parchment Journal from the Collection of Sam Gamgee (paperback)	\$5.95
J.R.R. Tolkien: Artist and Illustrator, by Wayne G. Hammond and Christina Scull (paperback); 200 art reproductions	\$25.00
J.R.R. Tolkien: Author of the Century, by Tom Shippey (hardcover)	\$26.00
The J.R.R. Tolkien Audio Collection, read by J.R.R. Tolkien and Christopher Tolkien (abridged CD)	\$25.00
The Lord of the Rings (film art cover, hardcover)	\$38.00
The Lord of the Rings (film art cover, paperback)	\$20.00

TOYS FOR TOTS

Any kid who's ever wanted to test his archery skills with Legolas's bow or recreate battle scenes from "Lord of the Rings" will love Toy Biz's new lines of action figures and playsets. The figures are fully poseable and come with authentic clothing and accessories along with specific battle actions to recreate pivotal scenes from the films. They include nearly every main character as well as a couple horses, complete with galloping actions.

The rest of the toys lend more depth to the Middle-earth world, including weapons such as a bow and arrow set and a pair of swords. Other items include a neat flip-top watch and two assortments of "Lord of the Rings" marbles.



STRIDER (ARAGORN)

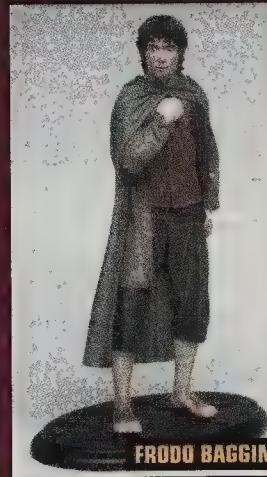


GIMLI, SON OF GLOIN

THE ULTIMATE COLLECTIBLES

Every Tolkien fan's always wanted to get his hands on Arwen's bust. Now you can! Sideshow, the California toy company, and New Zealand's Weta Workshop, which created the special effects for the "Lord of the Rings" movies, have teamed up to produce a vast array of figures, busts, helms and environments based on the trilogy. The pieces from the first movie will come in six series over the next few months and are hand-painted and hand cast in heavy polystone or metal.

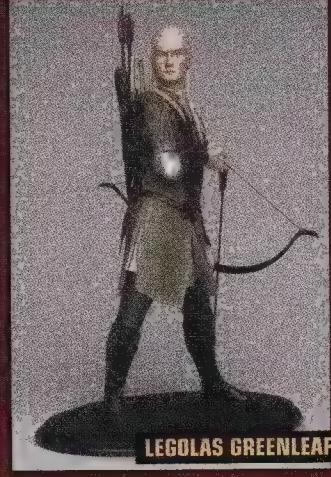
Depicted in 1:6 scale, the stone figures portray all the movie's main characters, both good and evil. The 1:4 scale stone busts bring an added dimension to several of the more important characters like Frodo, Gandalf, and Sam. The metal helms are set in 1:4 scale and are recreated by the same metalsmiths who designed the full-scale pieces for the movies. And the environments show such domains as The Argonath and Weathertop. With their incredible attention to detail and high quality, these pieces are a must for any serious Tolkien collector.



FRODO BAGGINS



GANDALF THE GREY



LEGOLAS GREENLEAF

The Lord of the Rings (three-volume hardcover boxed edition; film art cover) \$65.00

The Lord of the Rings (three-volume paperback boxed edition; film art cover) \$35.00

The Lord of the Rings (unabridged CD) \$80.00

The Lord of the Rings 3-CD set (abridged dramatization w/letter from Peter Jackson; also available as 12-cassette set) \$59.95

The Lord of the Rings Dragons and Monsters Postcards 20 4-3/4" x 6-1/2" heavy stock postcards \$10.95

The Lord of the Rings Postcard Book 5-Pack 5 sets of 20 4-3/4" x 6-1/2" heavy stock postcards \$49.95

The Lord of the Rings: The Fellowship of the Ring Photo Guide, by Alison Sage (paperback) \$9.95

The Lord of the Rings: The Fellowship of the Ring Student Planner (spiral-bound) \$10.00

The Lord of the Rings: The Fellowship of the Ring Visual Companion, by Jude Fisher (hardcover) \$19.95

The Lord of the Rings "Frodo Lives" Bookmarks (set of 6) \$4.85

The Lord of the Rings Official Movie Guide, by Brian Sibley (hardcover) \$24.95

The Lord of the Rings Official Movie Guide, by Brian Sibley (paperback) \$14.95

The Lord of the Rings Postcards 20 4-3/4" x 6-1/2" heavy stock postcards \$10.95

The Lord of the Rings Trilogy Gift Set (cassette) \$80.00

The Lord of the Rings Trilogy and The Hobbit (mass market paperback) \$27.95

The Return of the King (film art cover; hardcover) \$22.00

The Return of the King (film art cover; paperback) \$12.00

The Return of the King (CD) \$34.99

The Return of the King, read by Rob Inglis (unabridged cassette) \$34.99

The Roadkill of Middle-earth, by John Carnell (paperback; parody) \$12.95

Roverandom, narrated by Derek Jacobi (abridged cassette) \$15.00

The Silmarillion (paperback) \$14.00

The Silmarillion, Special Edition (hardcover) \$28.00

Tolkien 2002 Calendar with Poster, illus. by Ted Nasmith \$14.99

Tolkien: Architect of Middle-earth, by Daniel Grotta (hardcover; illus. by the Hildebrandts) \$16.95

The Tolkien Diary 2002, illus. by Ted Nasmith \$17.00

Tolkien's Postcard Book 20 4-3/4" x 6-1/2" heavy stock postcards \$10.95

Tolkien's Hobbit Postcards 20 4-3/4" x 6-1/2" heavy stock postcards \$10.95

Tolkien's Middle-earth Postcards 20 4-3/4" x 6-1/2" heavy stock postcards \$10.95

Tolkien: The Illustrated Encyclopedia (paperback) \$25.00

A Tolkien Treasury, edited by Alida Becker (hardcover; regular) \$14.98

A Tolkien Treasury, edited by Alida Becker (hardcover; mini) \$4.95

The Two Towers (film art cover, hardcover) \$22.00

The Two Towers (film art cover, paperback) \$12.00

The Two Towers, read by Rob Inglis (CD) \$49.99

The Two Towers, read by Rob Inglis (unabridged cassette) \$34.99

Unfinished Tales of Numenor and Middle-earth, edited by Christopher Tolkien (hardcover) \$26.00

Unfinished Tales of Numenor and Middle-earth, edited by Christopher Tolkien (paperback) \$14.00

ELECTRONIC CONSTRUCTION ACTIVITY SETS

Playmates Toys
www.playmates.com

Intelli-Blox Sampler Set Assortment

80-85 construction pieces plus 2 figures \$9.99-11.99

Weather-top-Aragorn and Ringwraith

Trollsh-Wood Clearing-Sam and Frodo

Bucklererry Ferry-Pippin and Ringwraith on Horse

Orc Attack at Amon-Hen-Lurtz and Boromir

Intelli-Blox Basic Block Set:

180-185 construction pieces plus 2-3 figures \$19.99-\$21.99

Uruk-hai Breeding Chamber-Orc Blacksmith and 2 Uruk-Hai

Bag-End-Bilbo, Gandalf and Merry

Prancing Pony-Frodo, Aragorn and Ringwraith on horse

Intelli-Blox Basic Block Bucket

250 construction pieces plus 7 figures-each set includes Bilbo, Gandalf, Frodo, Arwen & Frodo on Horse, Gandalf's Horse, Pippin and Merry \$24.99-27.99

Bilbo Baggins' Birthday Party

Pine Forest

Fireworks Cart

Intelli-Blox Basic Electronic Set Assortment:

350 construction pieces plus 5-6 figures \$39.99-44.99

Rivendell-Erlond, Frodo, Aragorn, Gandalf and Arwen Fortress of Isengard-Gandalf, Saruman, Orc Overseer, 2 Uruk-hai and Eagle

Intelli-Blox Deluxe Electronic Set Assortment:

420 construction pieces plus 8 figures \$49.99-54.99

Mines of Moria-Frodo, Sam, Aragorn, Gandalf, Gimli and Moria Orc

FIGURES/BUSTS/STATUES

Diamond Select Toys
www.diamondcomics.com

Bag End Resin Figure

includes Gandalf, Frodo and Frodo's Cottage; painted w/bases \$44.50

Lord of the Rings Vinyl Dolls (8"-10" tall)

Gandalf \$30.00

Saruman \$30.00

Sideshow/Weta Workshop
www.sideshowtoy.com

Series 1: Complete Set (14 pieces) \$777.75

Figures:

Frodo Baggins (9") \$100.00

Gandalf the Grey (12.5") \$125.00

Lurtz (14.5") \$125.00

Orc Overseer (10") \$125.00

Busts:

Aragorn (8.5") \$60.00

Frodo Baggins (6.75") \$50.00

Gandalf the Grey (9.25") \$60.00

Moria Orc Swordsman (7") \$60.00

Orc Overseer (6.5") \$60.00

Pippin Took (6.75") \$50.00

Helms:

Set of 4: Orc Crowface Helm (5"), Orc Hide Helm (5"),

Orc Squinter Helm (5") and Orc Trapjaw Helm (5.5") \$100.00

Series 2: Complete Set (14 pieces) \$807.50

Figures:

Legolas Greenleaf (12") \$125.00

Moria Orc Swordsman (12.5") \$125.00

Orc Pitmaster (9") \$125.00

Orc Warrior (10") \$125.00

Busts:

Boromir, Son of Denethor (8") \$60.00

Gimli, Son of Glóin (7.5") \$60.00

Lurtz, Uruk-hai Captain (8.5") \$60.00

Numenorean Infantryman (9.25") \$60.00

Samwise Gamgee (6.75") \$50.00

Uruk-hai Scout (9.25") \$60.00

Helms:

Set of 4: Gimli's Helm (5"), High Elven War Helm (6")

Numenorean Infantry Helm (6") and Orc Iron Cap (5") \$100.00

Set 3:

Complete Set (16 pieces) \$1024.25

Figures:

Merry Brandybuck (9") \$100.00

Orc Brute (11.5") \$125.00

Samwise/Bill the Pony (9.5") \$150.00

Saruman the White (12.75") \$150.00

Busts:

Bilbo Baggins (6.25") \$50.00

Cleaved Orc (6.5") \$60.00

High Elven Infantryman (9.75") \$60.00

Merry Brandybuck (6.25") \$50.00

Nazgul Steed (12") \$75.00

Orc Soldier (7.25") \$60.00

Environments:

Stone Trolls (8") \$150.00

Orthanc (12.5") \$60.00

Helms:

Set of 4: Elendil's Helm (5.5"), Gandalf's Hat (6.5")

Isildur's Helm (5.75") and Moria Orc Helm (5") \$100.00

Figures:

Aragorn, Son of Arathorn \$125.00

Arwen Evenstar \$125.00

Moria Orc Archer \$125.00

Uruk-hai Scout Swordsman \$125.00

Busts:

Arwen Evenstar \$60.00

Dwarrow Lord \$60.00

Galadriel, the Dark Queen \$60.00

Moria Orc Archer \$65.00

Ringwraith \$60.00

Wounded Orc \$60.00

Series 2:

Complete Set (14 pieces) \$807.50

Figures:

Bilbo Baggins \$125.00

Elrond \$125.00

Gimli, Son of Glóin \$125.00

Uruk-hai Captain \$125.00

Busts:

Gil-galad, High King of Noldor \$125.00

King Elendil \$125.00

Saruman the White \$125.00

Environments:

Amon-Hen \$125.00

Moria Cemetery \$125.00

Series 3:

Figures:

Boromir \$125.00

Galadriel, the Dark Queen \$125.00

Pippin Took \$125.00

The Witch-king of Angmar \$125.00

Busts:

Elrond, Herald of Gilgalad \$125.00

Legolas Greenleaf \$125.00

Prince Isildur \$125.00

The Witch-king of Angmar \$125.00

HOLIDAY GAMER'S GIFT

Many gamers miss the once-great *Middle-earth CCG* from Iron Crown, but Decipher's come-back with their own version that lives up to its predecessor's legacy. The new *Lord of the Rings CCG* gives players the opportunity to experience the adventures and challenges that Frodo and his companions faced on their way to Mount Doom.

The 365-card set includes three card rarity levels and has characters, sites, items and events from "Fellowship of the Ring." The game requires players to play cards from both the Free Peoples and the Shadow forces, engaging them in numerous actions and battles along the way. The basic rules of the game are easy to understand but the game is complex enough to entertain hardcore gamers as well. Nine sets are currently planned for the game, with *Mines of Moria* coming up in March 2002 and *Realms of the Elf-lords* following it in July.



Environments:
Buckie Berry Ferry Landing
Hobbiton Factory

Toy Vault
store.yahoo.com/tokyavault/midtoy.html

Shadow Balrog	\$14.95
Forest Balrog	\$12.50
Earth Balrog	\$12.95
Ugluk at War	\$14.95
Ugluk on the Hunt	\$12.95
Ugluk in his Cave	\$12.50
Frodo in the Barrow-downs	\$14.95
Frodo in Lorien	\$12.95
Frodo of the Shire	\$12.50
Frodo the Hobbit	\$7.99
Gollum with his Precious	\$14.95
Gollum the Fisherman	\$14.95
Gimli of the Fellowship	\$14.95
Gimli in Lorien	\$14.95
The Lord of the Nazgul	\$19.95
The Black Rider	\$12.95
The Black Captain	\$19.95
Galedhal the White Lady	\$14.95
Galedhal-Lady of the Wood	\$14.95
The Barrow-wight-Evil Spirit of Angmar	\$12.95
The Barrow-wight	\$14.95
The Nocturnal Barrow-wight	\$14.95
Gandalf the Wizard	\$7.99
Gimli the Dwarf	\$9.95

GAMES

Games Workshop
www.games-workshop.com/lotr/

The Fellowship of the Ring Miniatures Games: Ambush at Amon Hen	
includes Aragorn, Gimli, Legolas, Dying Boromir, Lurtz, 3x Uruk-hai, Uruk-hai carrying Merry and Uruk-hai carrying Pippin	\$39.99
Attack at Weathertop	
includes Frodo, Sam, Merry, Pippin, Aragorn, Witch-king and 4 Ringwraiths	\$39.99
The Battle at Khazad-Dun	
includes Gandalf and Balrog	\$44.99
Escape from Orthanc	
includes Saruman, Gandalf and Gwaihir	\$39.99
The Fellowship of the Ring	
includes 128-page full-color rulebook, 48 plastic miniatures, ruined building and dice	\$39.99
The Lord of the Rings Paint Set	
includes 10 4-ml paint pots, starter brush and painting guide	\$14.99
Warriors of Middle-earth	
includes 4 Men of Gondor and 12 Moria Goblins	\$14.99

Individual Blister Pack Figures:

Forces of Good: Arwen	\$7.99
Celeborn/Galedhal	\$14.99
Dwarf Kings (2 per blister)	\$7.99
Erendil	\$7.99

Elrond	\$7.99
Gil-galad	\$7.99
Gondorian Bowmen (3 per blister)	\$8.99
Gondorian Spearmen (3 per blister)	\$8.99
Hadrian	\$7.99
High Elf Spearmen (3 per blister)	\$8.99
Isildur	\$7.99
Kings of Men (2 per blister)	\$7.99
Lothlorien Elf Bowmen (3 per blister)	\$8.99
Mounted Boromir	\$8.99
Forces of Evil: Cave Troll	\$14.99
Lurtz	\$7.99
Moria Goblin Bowmen (4 per blister)	\$8.99
Moria Goblin Warriors (4 per blister)	\$8.99
Mounted Ringwraith	\$8.99
Orc Bowmen (3 per blister)	\$8.99
Orc Warriors (3 per blister)	\$8.99
Ringwraith	\$7.99
Saruman	\$7.99
Twilight Ringwraith	\$7.99
Uruk-hai Warriors (3 per blister)	\$8.99
Uruk-hai Bowmen (3 per blister)	\$8.99

Scenery:
Ruined Tower of Weathertop

Decipher
www.decipher.com

The Lord of the Rings Adventure Game: Through the
Mines of Moria

The Lord of the Rings CCG: Booster Display (36 packs)	\$118.44
Booster Pack (11 cards)	\$3.29
Starter Deck (60 cards)	\$11.95
Starter Display (12 decks)	\$143.40

The Lord of the Rings RPG

Rio Grande Games
www.riograndegames.com

The Lord of the Rings: The Search board game
2 players; art by John Howe

Fantasy Flight Games
www.fantasyflightgames.com

The Hobbit: The Defeat of the Evil Dragon Smaug board
game; art by Ted Nasmith

The Lord of the Rings board game

designed by Reiner Knizia; 2-5 players; includes
105 cards, 6 figures and more

The Lord of the Rings board game: Friends & Foes
Expansion Set; 2-5 players; includes Bree and
Isengard game boards plus additional cards and
figures

Gifts
Applause/FunToCollect.com
www.funtocollect.com/newapmeran.html

Lord of the Rings The One Ring Includes light-up base	\$14.99
Lord of the Rings Elrond's Ring Includes light-up base	\$14.99
Lord of the Rings Balin's Ring Includes light-up base	\$14.99
Lord of the Rings Witch-king's Ring Includes light-up base	\$14.99
Lord of the Rings Ring of Barahir Includes light-up base	\$14.99
Lord of the Rings Complete Collection of 5 Rings	\$57.99
Lord of the Rings Samman Replica	\$29.99
Lord of the Rings Gandalf Replica	\$29.99
Lord of the Rings Lurtz Replica	\$29.99
Lord of the Rings Strider Replica	\$29.99
Lord of the Rings Gimli & Lurtz Sculpted Mug Set	\$29.99
Lord of the Rings Ringwraith Bank with Sound	\$29.99
Lord of the Rings Set of 3 Mini Statuettes	\$12.99
Lord of the Rings Panoramic Flip Cube	\$4.99
Lord of the Rings Ringwraith Decal Mug Set	\$29.99
Lord of the Rings Gimli Card Tin	\$3.49
Lord of the Rings Orc Card Tin	\$3.49

Diamond Select Toys
www.diamondcomics.com

The Lord of the Rings 2-Piece Stoneware Set
6" tall - 16-ounce ceramic glasses

\$19.50

The Lord of the Rings Lunchbox
Includes drink container; limited to 7500

\$17.99

The Lord of the Rings Metalion Keychains
2.25" diameter; various colors

\$4.99

The Lord of the Rings Decal Mug
5" tall; 20 ounces

\$12.99

The Lord of the Rings Oval Tins

\$2.99

The Lord of the Rings Souptique Mugs
5" to 5.5" tall; 20 ounces; Gimli or Lurtz

\$15.99

The Lord of the Rings Ringwraith Bank
8.5" tall w/sound

\$23.99

POSTERS/PRINTS/ART

Hildebrandt Brothers
www.spiderwebart.com

Brothers Hildebrandt Tolkien Art Magnetic Postcard Book
(paperback; full color; 12 postcards)

\$12.95

Dragon's Lair

\$6.99

Fellowship

\$6.99

Final Battle

\$6.99

Gift of the Elf Queen (signed by Greg Hildebrandt)

\$50.00

Greg and Tim Hildebrandt: The Tolkien Years
hardcover w/linen slipcase; 128 pages; full color

w/pullout poster; signed and numbered; New York

Firefighters 9-11 Disaster Relief Fund limited edition

w/one original sketches (one of a Tolkien character,

one of firefighters and EMS workers); 1000 copies;

portion of proceeds donated to relief fund

\$200.00

Greg and Tim Hildebrandt: The Tolkien Years
paperback; 128 pages; full color w/pullout poster

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.....	\$24.95
Greg and Tim Hildebrandt: The Tolkien Years - 2002 Wall Calendar (signed)	\$20.00
Greg and Tim Hildebrandt: The Tolkien Years - 2002 Wall Calendar (unsigned)	\$13.00
Ring of the Elf Queen (signed by Greg Hildebrandt)	\$50.00
The Siege	\$6.99

New Line Cinema
www.newlinecinema.com

Alan Lee Hobbit Poster Set
6 prints; 11-1/2" x 18" each

\$22.95

Lord of the Rings Bus Shelter Poster
48" x 72"; double-sided

\$39.95

Lord of the Rings Movie Poster Set
includes Pillars of Argonath (single-sided) and

Teaser (single-sided) posters

\$24.95

Lord of the Rings Pillars of Argonath Poster
27" x 41"; single-sided

\$15.95

Lord of the Rings Pillars of Argonath Poster
27" x 41"; double-sided

\$24.95

Lord of the Rings Teaser Poster
27" x 41"; single-sided

\$15.95

SWORDS
United Cutlery
www.unitedcutlery.com

Sting (20-1/2" long; hardwood handle)

\$209.99

Glaumdr (47-5/8" long; leather-wrapped grip)

\$329.99

Sword of the Witch-king (54-1/2" long; leather-wrapped
grip)

\$329.99

VIDEOS/VIDEO EQUIPMENT	\$19.95
New Line Cinema www.newlinecinema.com	
JVC DVD Player w/Lord of the Rings Packaging Includes 17-minute Lord of the Rings behind-the scenes DVD, AOL disc w/Lord of the Rings screensavers and Lord of the Rings sticker	\$19.95
JVC Hi-Fi VHS Player w/Lord of the Rings Packaging Includes 17-minute Lord of the Rings behind-the scenes VHS tape, AOL disc w/Lord of the Rings screensavers and Lord of the Rings sticker	\$19.95

Warner Home Video
www.warnerhomevideo.com

The Fellowship of the Ring DVD (133 minutes)	\$19.98
The Fellowship of the Ring VHS (133 minutes)	\$14.95
The Hobbit DVD (78 minutes plus highlights)	\$19.98
The Hobbit VHS (78 minutes)	\$9.98
The Lord of the Rings DVD (133 minutes)	\$19.98
The Lord of the Rings VHS (133 minutes)	\$14.95
The Return of the King DVD (97 minutes)	\$19.98

Wanna read more of
the skinny on "Lord of
the Rings"? Check out
"Ringwatch" on page
26 and "Rule Them All"
on page 42.

INQUEST *gamer* Players Guide

MAGIC

The Gathering®

CARD DESCRIPTION

CARD TYPE: Now you know what to call the card.

KIND: The Meddling Mage is a wizard.

INQUEST GAMER has rated every card, with five-stars being the best and one-stars comprising the cream of the crap.

EXPLANATION: Explains exactly what the card does.

ARTIST: Card's illustrator.



PROMO CODE:
Meddling Mage costs one white and one blue mana to play.

INQUIRIES: Tells you what set the card belongs to and the card's rarity. The Mage is a rare from the Planeshift expansion.

FACTOID: Story-related stuff.

INTERVIEW: Only for creatures.

NAME KIND CR PR COST SETS

ARTIFACT

Aladdin's Ring ART R *** 8 L.R.4.5.7.N
• Aladdin's Ring deals 1 damage to target creature or player.

Alloy System ART U *** 1N
As Alloy System comes into play, choose a color. Alloy System is the chosen color 4/4.

Beast of Burden ART R *** 7.JL
Beast of Burden's power and toughness are each equal to the total number of creatures in play. 7.

Blindsight Camera ART U *** N
• Add or to your mana pool.

Brass Herald SC U *** AP
Brass Herald comes into play, choose a creature type. When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type into your hand and the rest on the bottom of your library. All creatures of the chosen type get +1/+1. 2/2

Catapults ART U *** 7.JD
Whenever a creature attacks, Catapult deals 1 damage to it.

Catfish Stone ART R ** 0D
Flashback costs you pay cost up to 2. (as Flashback costs your opponents pay cost) 2 more.

Charcoal Diamond ART U *** 8.7MG
Charcoal Diamond comes into play tapped. • Add or to your mana pool.

Charmend Pendant ART R *** 0D
• Put the top card of your library into your graveyard. For each open mana symbol on that card's mana cost, and one mana symbol in your mana pool. Play it's ability any time you could play a mana.

Christine's Sphere ART L *** 1N
• Sacrifice Christine's Sphere: Add one mana of any color to your mana pool. Draw a card.

Cheat at Axises ART R *** 7.EK
Each creature gets +1/-1 for each other creature in play that shares a creature type with it.

Croiss's Attendant ART J *** 1N
• Sacrifice Croiss's Attendant: Add or to your mana pool. 3/3

Crystal Red ART U *** L.R.4.5.7
Whenever a player plays a blue spell, you may pay or. You do, you gain 1 life.

Darigaz's Attendant ART U *** N
• Sacrifice Darigaz's Attendant: Add or to your mana pool. 3/3

Darkwater Egg ART J *** 0D
• Sacrifice Darkwater Egg: Add or to your mana pool. Draw a card.

Dingus Egg ART R *** L.R.4.5.7
Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that and its controller.

Disrupting Scoper ART R *** 8.7
• Target player discards a card from his hand. Pay this if a spell or ability an opponent controls causes you to discard.

Dedeaced ART U *** AP
If a spell or ability an opponent controls causes you to discard. Dedeaced from your hand put it into play with two +1/+1 counters on it instead of putting it into your graveyard. 3/3

NAME KIND CR PR COST SETS

DRACO

Draco ART R *** 8 PS
Draco costs less to play for each basic land type among lands you control. Flying. At the beginning of your upkeep, sacrifice Draco unless you pay or. The cost is reduced by for each basic land type among lands you control. 8/8

Dragon Arch ART U *** AP
• Put a multicolored creature card from your hand into play.

Drake-Skull Cannon ART U *** IN
• Add or to your mana pool.

Dromer's Attendant ART J *** N
• Sacrifice Dromer's Attendant: Add or to your mana pool.

Embalmed Golem ART U *** AP
Kicker: Spend colored mana on or. More than one mana of each color may be spent this way. If you paid the kicker cost, Embalmed Golem comes into play with X-1/+1 counters on it. 1/2

Ensorthing Bridge ART R *** 7.SH
Creatures with power greater than the number of cards in your hand can't attack.

Faerie's Gaze ART R ** 5.7HL
Faerie's Gaze is cast or to play.

Fire Diamond ART J *** 8.7MG
Fire Diamond comes into play tapped. • Add or to your mana pool.

Flying Carpet ART R *** R.4.5.6.7AN
• Target creature gets flying until end of turn.

Graffiti Skewer ART R *** 7.LZ
At the beginning of each player's draw step, draw a card. At the end of your turn, discard your hand.

Gravestalk Catalog ART U *** 4.5.7AO
• Gravestalk Catalog deals 1 damage to target creature with flying. 2/2

Heaving Riffle ART R *** L.R.4.5.6.7
At the beginning of each player's draw step, if knowing Mine's tappedness that player draws a card.

Iron Star ART U *** L.R.4.5.6.7
Whenever a player plays a red spell, you may pay or. If you do, you gain 1 life.

Irony Gaze ART U *** L.R.4.5.6.7
Whenever a player plays a white spell, you may pay or. If you do, you gain 1 life.

Jalum Fauns ART R *** 5.8.7.7AO
• Draw a card then discard a card from your hand.

Jandor's Saddlebags ART R *** 4.5.7AZ
• Untap target creature.

Jayende's Tome ART R *** L.R.4.5.6.7
• Draw a card.

Junk Golem ART R *** 0D
Junk Golem comes into play with three +1/+1 counters on it. At the beginning of your upkeep, sacrifice Junk Golem unless you remove a +1/+1 counter from it. • Discard a card from your hand. Put a +1/+1 counter on Junk Golem. D/C.

Junji Stakes ART R ** IN
Creatures with power 1 or less don't untap during their controllers untap steps.

Legacy Weapon ART R ** AP
• Remove target permanent from the game.

NAME KIND CR PR COST SETS

UNRESTRAINED

Unrestrained Golem ART U ** 0D
• Sacrifice Unrestrained Golem. Target player draws a card. 3/4, IN

Letus Guardian ART R ** 8
• Flying. • Add one mana of any color to your mana pool. 4/4

Mana Cylix ART U *** PS
• Add one mana of any color to your mana pool.

Marble Diamond ART R *** 8.7MG
Marble Diamond comes into play tapped. • Add or to your mana pool.

Mask of Intolerance ART R ** AP
At the beginning of each player's upkeep, if there are four or more basic land types among lands that player controls, Mask of Intolerance deals 3 damage to him or her.

Meteorstone ART R *** L.R.4.5.6.7
Creatures with power 3 or greater can't untap during their controllers untap steps.

Mithril ART U *** 0D
• Put the top card of your library into your graveyard; Add one colorless mana to your mana pool. 0/1

Mithril Artifacts ART R *** R.4.5.6.7AO
• Put the top two cards of target player's library into his graveyard.

Mithril Artifacts ART R *** 0D
• Whenever you play an instant or sorcery spell, you may pay or. If you do, you gain 1 life.

Mithril Artifacts ART R *** 0D
• Add or to your mana pool.

Mithril Artifacts ART R *** 0D
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• Add or to your mana pool.

MAGIC FACT: Feldon's Cane was named after Don Felice, one of Magic's first playtesters. Its original name was supposed to be "Feldon's Ice Cone."

MAGIC DATA

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact EC Enchanted Creature FW Enchanted World LAN Land SL Summon Legend

AC Artifact Creature EL Enchanted Land INS Instant LL Legendary Land SOR Sorcery

EA Enchanted Artifact EN Enchanted LA Legendary Artifact SP Split Card

NAME KIND CR PR COST SETS

your hand. Then shuffle your library.

Power Armlet ART R *** 8
• Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

Ralt's Attendant AG 0
• Sacrifice Ralt's Attendant: Add or to your mana pool. 3/3

Rolt of Ruin ART L *** 8 J.R.4.5.6.7
• Rolt of Ruin deals 1 damage to target creature or player.

Sandstone Deafwall ART U ** 0D
• Sacrifice two lands and Sandstone Deafwall Destroys target attacking creature.

Seasaint Camer ART U *** 1N
• Add or to your mana pool.

Shadowlance Egg ART U *** 0D
• Sacrifice Shadowlance Egg: Add or to your mana pool. Draw a card.

Sisy's Ring ART C * 7VS
• Add two colorless mana to your mana pool.

Sky Diamond ART U *** 8.7MG
Sky Diamond comes into play tapped. • Add or to your mana pool.

Skyelement Egg ART U *** 0D
• Sacrifice Skyelement Egg: Add or to your mana pool. Draw a card.

Skyship Weatherlight ART R *** 8 PS
When Skyship Weatherlight comes into play search your library for any number of artifact and/or creature cards and remove them from the game. Then shuffle your library. • Choose a card at random that was removed from the game with Skyship Weatherlight. Put that card into your hand.

Soul Rift ART R *** 8 J.R.4.5.6.7
Whenever a creature is put into a graveyard from play, you may pay or. If you do, you gain 1 life.

Spaniard Golem ART U *** 0D
Whenever Spaniard Golem becomes tapped, it gets +1/+1 until end of turn for each creature blocking it. 2/2.

Spellbook ART U *** 1Z
You have no maximum hand size.

Star Compass ART U *** PS
Star Compass comes into play tapped. • Add to your mana pool one mana of any color a basic and its controller can't produce.

Static Gria ART R *** 7TM
As long as Static Gria's untapped, players can't untap more than two permanents during their upkeep steps.

Steampile ART L *** 0D
• Remove target card in a graveyard from the game.

Stompy Cauldron ART R *** 8.7AL
Each player may play an instant during each of his turns. Whenever a land is tapped for mana, return it to its owner's hand.

Stratolot ART U *** 0D
Stratolot costs less to play for each basic land type among lands you control. Draw a card.

Surgeon Egg ART R *** 0D
Surgeon Golem Add or to your mana pool.

Teff's Puzzle Box ART R *** 6.7VS
At the beginning of each player's draw step, that player puts his hand on the bottom of his library in any order then draws that many cards.

Tek ART R *** 1H
Tek gets +2/+2 as long as you control a plane, but flying is as long as you control an island and +2/+2 as long as you control a swamp. It has first strike as long as you control a mountain, and has trample as long as you control a forest. 2/2

Throne of Bone ART U *** L.R.4.5.6.7
Whenever a player plays a black spell, you may pay or. If you do, you gain 1 life.

Tigress's Cameo ART U *** 1N
• Add or to your mana pool.

Trova's Attendant ART U *** 1K
• Sacrifice Trova's Attendant: Add or to your mana pool. 3/3

Trout's Web ART R *** 1K
When Trout's Web comes into play, draw a card, lands with an activated ability that doesn't produce mana can't untap during their controllers upkeep step.

Ursus's Filter ART R *** 1N
Multiple red spells cost or to less to play.

Wall of Spears ART U *** 4.5.7AQ
First strike. 2/3.

Wooden Sphere ART J *** L.R.4.5.6.7
Whenever a player plays a green spell, you may pay or. If you do, you gain 1 life.

BLACK

Abyssal Horror SC R ** 8.7Z
Flying. When Abyssal Horror comes into play, target player discards two cards from his hand. 2/2

Abyssal Specter SC R *** 5.7.7IA
Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card from his hand. 2/3.

Add or ART U *** 1N
Choose a color. Target player reveals his hand then choose a card of that color from it. That player discards

that card.

Afflict INSC C *** 8.7D
Target creature gets -1/-1 until end of turn. Draw a card.

Azoring Demise INSC C *** 8.7K
Kicker or. Destroy target nonblack creature it can't be regenerated. If you paid the kicker cost, Azoring Demise deals damage equal to that creature's power. 8/8.

Azoring Memories SOR U *** 8.7WL
Look at target player's hand and choose two cards from it. Put

NAME	KIND	CR	PR	COST	SETS
... on top of that player's library in any order.					

Andradite Leech	SC	R	++	++	IN
Black seal you play cost +1 to play. +Andradite Leech gets +1/-1 until end of turn. 2/2.					

Anhiliate	INS	U	++	++	IN
Destroys target nonblack creature. It can be regenerated. Draw a card.					

Beefu	SCR	U	++	++	7UZ
Destroys target and/or nonblack creature. A creature destroyed this way can be regenerated.					

Bellowing Fiend	SC	R	++	++	7UZ
Flying. Whenever Bellow Fiend deals damage to a creature, Bellow Fiend deals 3 damage to that creature's controller and 3 damage to you. 3/3.					

Berserker	EN	U	++	++	7UZ
Whenever a green creature is put into a graveyard from play, its controller discards a card from his hand.					

Blood Cost	SCR	C	++	++	6,7UZ
Target creature cost: Add +1 to your mana pool. 1/1.					

Blowout	SCR	R	++	++	0D
Flying. At the beginning of your upkeep, put the top card of your library into your graveyard. Threshold: Blood Cost gets +1/+1 and has "At the end of your turn, remove two cards from your graveyard from the game." 1/1.					

Boog Down	SCR	C	++	++	PS
Kicker—Sacrifice two lands. Target player discards two cards from his or her hand. If you do, target player costs 1/1.					

Bog Imp	SC	C	++	++	4,5,6,7UZ
Flying. Flying. Whenever Bog Imp deals damage to a creature, Bog Imp gets +1/+1 until end of turn. 5/5.					

Bog Initiative	SC	C	++	++	IN
● Add 1 to your mana pool. 1/1.					

Bog Wraith	SC	U	++	++	0D
Swampwalk. 3/3.					

Braids, Cabal Minion	SI	R	++	++	0D
At the beginning of each player's upkeep, that player sacrifices an artifact, creature or land. 2/2.					

Buried Alive	SCR	J	++	++	WLD
Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.					

Cabal Inquisitor	SC	C	++	++	0D
Threshold: Remove two cards from your graveyard from the game. Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery. 1/1.					

Cabal Parch	SI	C	++	++	0D
● Search for a creature. Target creature gets -3/+2 and end of turn. 0D.					

Cabal Shrine	EN	R	++	++	0D
Whenever a player plays a spell that targets X cards from his or her hand, where X is the number of cards in all graveyards with the same name as that spell.					

Caustic Tar	EL	U	++	++	CD
Fragile and has "● Target player loses 3 life."					

Childhood Horror	SC	U	++	++	0D
Flying. Threshold: Childhood Horror gets +2/+2 and can't block. 2/2.					

Coffin Purge	INS	C	++	++	0D
Remove target card in a graveyard from the game. Flashback.					

Corrupt	SCR	C	++	++	7UZ
Corrupt deals to target creature or player damage equal to the number of swamps you control. You gain life to the damage dealt this way.					

Crotches	INS	U	++	++	IN
Remove target card in a graveyard from the game. Draw a card.					

Crypt Angel	SC	C	++	++	IN
Flying, protection from white. When Crypt Angel comes into play, return target blue or red creature card from your graveyard to the hand. 3/3.					

Crypt Creeper	SC	C	++	++	0D
Sacrifice Crypt Creeper. Remove target card in a graveyard from the game. 2/1.					

Crypt Rats	SC	U	++	++	7UZ
● Crypt Rats deals 1 damage to each creature and each player. Spent black mana for 1/1.					

Cursed Monstrosity	SC	R	++	++	0D
Flying. Whenever Cursed Monstrosity becomes the target of a spell or ability, sacrifice it unless you discard a land card from your hand. 4/4.					

Dakmor Lancer	SC	U	++	++	7UZ
When Dakmor Lancer comes into play, destroy target nonblack creature. It can't be regenerated. 3/3.					

Dark Banishing	INS	C	++	++	7UZ, AM, 7UZ
Destroy target nonblack creature. It can't be regenerated. Draw a card. 7UZ.					

Dark Suspensions	EN	R	++	++	PS
At the beginning of each opponent's upkeep, that player loses 1 life for each card in his or her hand that have more than you in your hand.					

Darkest Hour	EN	R	++	++	7UZ
At the beginning of your upkeep, remove a card from your graveyard from the game. Threshold: Whenever a nonblack creature is put into your graveyard from play, you may pay 1 life. If you do, return that card to your hand.					

Darkling	EN	R	++	++	0D
At the beginning of your upkeep, Darkling becomes black. It can't be regenerated. Draw a card. 0D.					

Decompose	SCR	U	++	++	0D
Remove up to three target cards in a single graveyard from the game.					

Defiling Tears	INS	U	++	++	IN
Until end of turn, target creature becomes black, gets +1/+1, and has "● Target creature can't be regenerated this creature."					

Desolation Angel	SC	R	++	++	AP
Kicker ●. Flying. When Desolation Angel comes into play, destroy all lands instead. 5/4.					

Desperate Research	SCR	R	++	++	IN
Name a card other than the one that came into play. Then reveal the top seven cards of your library and put 1 of them with that name into your hand. Name the rest from the game.					

Devouring Strosus	SC	R	++	++	IN
Flying, trample. At the beginning of your upkeep, sacrifice a creature. Sacrifice a creature. Regenerate Devouring Strosus. 9/9.					

Diabolical Intent	SCR	R	++	++	PS
As an additional cost to play Diabolical Intent, sacrifice a creature. Search your library for a card and put that card into your hand. Then shuffle your library.					

NAME	KIND	KR	PR	COST	SETS
Diabolic Tutor	SCR	U	++	++	0D

Enraged Plague	EN	U	++	++	7UZ

MAGIC

The Gathering

Players Guide

NAME KIND CR PR COST SETS

Return it to your hand at end of turn. Put a creature card from your hand into play. That creature gains haste. Put it into your graveyard at end of turn.

Cavern Harpy SC C *** PS

Flying. When Cavern Harpy comes into play, return a blue or black creature you control to its owner's hand. Fly 1 life.

Return Cavern Harpy to its owner's hand. 2/1

Charging Troll SC U *** PS

Attacking doesn't cause Charging Troll to tap. Regenerate Charging Troll. 3/3

Cinder Shade SC U *** PS

Circle: Cinder Shade gets +1/+1 until end of turn. Sacrifice Cinder Shade. Cinder Shade deals damage equal to its power to target creature 1/1

Cloud Cover EN R *** PS

Whenever another permanent you control becomes the target of a spell or ability an opponent controls, you may return that permanent to its owner's hand.

Coalition Victory SC R *** PS

You win the game if you control a hand of each basic type and a creature of each color.

Consummate INS C *** PS

Target creature gets +2/+2 and 1/1 until end of turn. Another target creature gets -2/+2 until end of turn.

Cronos SC R *** PS

●●● Destroy target creature, flying or by haste.

Comet SC R ●●● Comet gains flying 1/1 until end of turn. ●●●

Regenerate Comet SC R ●●● Comet gets +1/-1 until end of turn. ●●●

Put Comet on top if its owner's library. 5/5

Crossis, the Purger SL R *** PS

Flying. Whenever Crossis, the Purger deals combat damage to a player, you may ●●●.

If you do, choose a color. That player reveals his hand and discards all cards of that color from it.

6/6

Crossis's Charm INS U *** PS

Choose one—Return target permanent to its owner's hand, or destroy target nonblock creature, and it can't be regenerated or destroyed target artifact.

Dariqza, the Igniter SL R *** PS

Flying. Whenever Dariqza, the Igniter deals combat damage to a player, you may ●●●.

If you do, choose a color. That player reveals his hand and Dariqza deals X damage to him, where X is the number of cards revealed of that color. 6/6

Dariqza's Charm INS U *** PS

Choose one—Return target creature card from your graveyard to your hand, or Dariqza's Charm deals 3 damage to target creature or player, or target creature gets +3/+3 until end of turn.

Daring Leap INS C *** PS

Target creature gets +1/+1 and gains flying and first strike until end of turn.

Death Grasp SDR R *** PS

Death Grasp deals X damage to target creature or player. You gain X life.

Death Mutation SDR U *** PS

Destroy target nonblock creature. It can't be regenerated.

Put it into your library. 7/7

Death's Reckoning SDR R *** PS

Destroy target artifact, target creature, target enchantment and target land.

Destructive Flaw EN R *** PS

At the beginning of each player's upkeep, that player sacrificed a nonbasic land.

Doomsday Specter SC R *** PS

Flying. When Doomsday Specter comes into play, return a blue or black creature you control to its owner's hand. Whenever Doomsday Specter deals combat damage to a player, look at that player's hand and choose a card from it. The player discards that card. 2/3

Draulin's Crusade EN R *** PS

All Goblins get +1/+1 are black and are Zombies in addition to their creature types.

Dromar, the Banisher SL R *** PS

Flying. Whenever Dromar, the Banisher deals combat damage to a player, you may ●●●.

If you do, choose a color. Return all creatures of the color to their owners' hands. 6/6

Dromar's Charm INS U *** PS

Choose one—You can life, 5/5 or counter target spell or target creature gets -2/+2 until end of turn.

Dueling Grounds EN R *** PS

No more than one creature may attack each turn. No more than one creature may block each turn.

Elbony Treework SC U *** PS

●●● Elbony Treework gets +1/+1 until end of turn. 3/3

Eladamir's Charm INS R *** PS

Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.

Ertai, the Corrupted SL R *** PS

●●● Sacrifice a creature or enchantment. Counter target spell 3/4

Farvent's Charge EN R *** PS

Whenever a creature you control attacks, it gets +2/+2 until end of turn.

Fires of Yavimaya EN U *** PS

Creates one, you control haste. Sacrifice Fires of Yavimaya's target creature gets +2/+2 until end of turn. 3/3

Fleebert Panther SC R *** PS

You may play Fleebert Panther any time you could play an instant. When Fleebert Panther comes into play, return a green or white creature you control to its owner's hand. 3/4

Flowstone Charger SC C *** PS

Whenever Flowstone Charger attacks, it gets +3/+3 until end of turn. 2/5

Frenzied Tilling SOR C *** PS

Destroy target and Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Fungus Shambler SC R *** PS

Trample. Whenever Fungus Shambler deals damage to an opponent, you draw a card and that opponent discards a card from his or her hand. 6/4

IN

Destroy target and Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Ghoulshifter Gagger EC C *** PS

Trample. Whenever Ghoulshifter Gagger attacks, it gains haste. 3/3

Malicious Advice INS C *** PS

Tap X target artifacts, creatures, and/or lands. You use X life.

Marsh Crocodile SC J *** PS

Protection from black. 2/2

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Geaea's Skyfolk SC C *** PS

Flying. When Geaea's Skyfolk comes into play, return a blue or black creature you control to its owner's hand. When Geaea's Skyfolk comes into play, each player discards a card from his or her hand 4/4

Gelina's Knight SC C *** PS

Protection from red. 2/2

Gerrard's Command INS C *** PS

Untap target creature. It gets +3/+3 until end of turn.

Gerrard's Verdict SOR J *** PS

Target player discards two cards from his or her hand. You gain 3 life for each card and card discarded this way.

Goblin Legate SC C *** PS

●●● Sacrifice Goblin Legate. Goblin Legate deals 2 damage to target creature or player. ●●●

Phyrexian Legionnaire: Prevent the next 2 damage that would be dealt to target creature or player this turn. 2/2

Goblin Trencher EN R *** PS

Target player discards two cards from his or her hand. You gain 3 life for each card and card discarded this way.

Goblin Tugger SC C *** PS

●●● Sacrifice a land. Put 1/1 red and 1/1 blue Goblin Soldier creature tokens into play.

Guardian Passage SOR R *** PS

Reveal the card in your hand. An opponent chooses from among the cards a creature card, a land card, and a noncreature, nonland card. You can't choose cards from your hand. Then shuffle your library.

Hanna, Ship's Navigator SC R *** PS

●●● Return target artifact or enchantment card from your graveyard to your hand. 1/2

Heroes' Reunion INS U *** PS

Whenever Hanna, Ship's Navigator comes into play, return a mana creature to your hand.

Horned Cheetah SC J *** PS

Target player gains 7 life.

Horned Kavu SC C *** PS

●●● Sacrifice a land. Put 1/1 red and 1/1 blue Kavu Soldier creature tokens into play.

Horizon Shards SDR R *** PS

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Horizon Shards SDR R *** PS

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As Tafet's Moat comes into play choose a color. Creatures of the chosen color without flying can't attack you.

Temporal Spring SOR C ... ● ● ● AP
Put target permanent on top of its owner's library.

Terminate INS C ... ● ● ● PS
Destroy target creature. It can't be regenerated.

Thaumaturg SC U ... ● ● ● OD
Sacrifice a land. Thaumaturg gets +1/+1 until end of turn 1/2.

Treva, the Renewer SL R ... ● ● ● IN
Flying. Whenever Treva, the Renewer deals combat damage to a player, you may pay ●. If you do choose a color, You gain 1 life for each permanent of that color, 6/6.

Treva's Charm INS C ... ● ● ● PS
Choose one—Destory target enchantment; or remove target attacking creature from the game; or draw a card, then discard a card from your hand.

Tsabo Taevic SL R ... ● ● ● IN
First strike protection from Legends. 1/1. Flashback. Destroy target Legend, it can't be regenerated. 7/4.

Undermine INS R ... ● ● ● IN
Counter target spell. It costs +1/+1 to cast 3 life.

Urburg Drake SC U ... ● ● ● IN
Flying. Urburg Drake attacks even turn if ab 2/3.

Urza's Rite SOR R ... ● ● ● PS
Each player draws two cards, then discards three cards from his or her hand, then loses 4 life.

Vampiric Dragon SC R ... ● ● ● OD
Flying. Whenever a creature dealt damage by Vampiric Dragon this turn is put into a graveyard, put a +1/+1 counter on Vampiric Dragon. 3/3. Vampiric Dragon deals 1 damage to target creature 5/5.

Vicious Kavu SC U ... ● ● ● IN
Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn 2/2.

Vile Consumption EN R ... ● ● ● IN
All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life."

Vindicate SDR R ● ● ● AP
Destroy target permanent.

Vedalian Zombie SC C ... ● ● IN
Protection from green. 2/2.

Void SOR R ... ● ● ● IN
Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his hand and discards from it all nonland cards with converted mana cost equal to the number.

Voracious Cobra SC U ... ● ● ● IN
First strike. Whenever Voracious Cobra deals combat damage to a creature, destroy that creature. 2/2.

Wings of Hope EC C ... ● ● ● IN
Enchanted creature gets +1/+3 and has flying.

Yavimaya Barbarian SC C ... ● ● IN
Protection from blue. 2/2.

Yavimaya Kavu SC U ... ● ● ● IN
Yavimaya Kavu's power is equal to the number of red creatures in play. Yavimaya Kavu's toughness is equal to the number of green creatures in play. 2/2.

Yavimaya's Embodiment EC R ... ● ● ● AP
You control enchanted creature. Enchanted creature gets +2/+2 and has trample.

GREEN

Aggressive Urge INS C ... ● ● ● IN
Target creature gets +1/+1 until end of turn. Draw a card.

Alpha Kavu SC U ... ● ● ● PS
● ● Target Kavu gets +1/+1 until end of turn 2/2.

Ambitious Kavu SC C ... ● ● ● PS
Whenever Ambitious Kavu blocks or becomes blocked by one or more blue and/or black creatures, Ambitious Kavu gets +3/+3 until end of turn. 2/2.

Ansible SC C ... ● ● AP
● ● Target creature gains flying until end of turn.

Ansible SC C ... ● ● ● AP
Target creature gets +2/+0 until end of turn 1/1.

Ans Sanctuary EN U ... ● ● ● AP
At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+5 until end of turn instead.

Ansconda SC U ... ● ● ● 7/12
Swampwalk. 3/3.

Anavoliver SC R ● ● ● AP
Kicker ● and/or ●. If you paid the ● kicker cost, Anavoliver comes into play with two +1/+1 counters on it and has flying if you paid the ● kicker cost. Anavoliver comes into play with a +1/+1 counter on it and has "Pay 3 life. Regenerate Anavoliver." 3/3.

Ancient Silverback SC R ... ● ● ● 7/12
● ● Regenerate Ancient Silverback. 6/5

Beast of Burden EN R ... ● ● ● OD
● ● Remove two cards from your graveyard from the game.

Put a +2/+3 green Beast creature token into play.

Flashback. ● ●

Bind INS R ... ● ● ● IN
Counter target activated ability. Draw a card.

Birds of Paradise SC R ... ● ● ● 7/12
Lкра. ● ● Add one mana of any color to your mana pool 0/1.

Bog Snarr SC C ... ● ● ● AP
Whenever a player plays a black spell, Bog Snarr gets +2/+2 until end of turn. 2/2.

Bull Hippo SC U ... ● ● ● 7/12
Enchanted creature gets +X/+X, where X is the number of forests you control.

Call of the Elder SOR R ... ● ● ● OD
Put a 3/3 green Elephant creature token into play.

Flashback. ● ●

Canopy Spider SC C ... ● ● ● 7/12
Canopy Spider may be cast as though it has flying. 1/3.

Canopy Surge SOR J ... ● ● ● IN
Kicker ●. Canopy Surge deals 1 damage to each creature with flying and each player instead.

Cartographer SC C ... ● ● ● EX/OD
When Cartographer comes into play you may return target land card from your graveyard to your hand. 2/2.

Chatter of the Squirrel SOR C ... ● ● OD
Put a 1/1 green Squirrel creature token into play.

Flashback. ● ●

Chlorphant SC R ... ● ● ● OD
Chlorphant may be cast as though it has flying. 1/3.

NAME	KIND	CR	PR	COST	SETS
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At the beginning of your upkeep, you may put a +1/+1 counter on Chlorphant. Threshold: At the beginning of your upkeep, you may put another +1/+1 counter on Chlorphant, 1/1.

Compost EN U ... ● ● ● 7/12
Whenever a black card is put into an opponent's graveyard, you may draw a card.

Crashing Centaur SC U ... ● ● ● OD
● ● Discard a card from your hand. Crashing Centaur gains trample until end of turn. Threshold: Crashing Centaur gets +2/+2 and can't be the target of spells or abilities. 3/4.

Creeping Mold SOR U ... ● ● ● 6/7
Destroy target artifact, enchantment, or land.

Deep Reconnaissance SOR C ... ● ● ● OD
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Diligent Farmhand SC C ... ● ● ● OD
● ● Sacrifice Diligent Farmhand. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Diving Mold SOR U ... ● ● ● 6/7
Destroy target artifact, enchantment, or land.

Ground Seal EN R ... ● ● ● OD
When Ground Seal comes into play draw a card. Cards in graveyards can't be the targets of spells or abilities.

Harrow INS U ... ● ● ● TM/IN
As an additional cost to play Harrow, sacrifice a land. Search your library for two basic land cards and put them into play. Then shuffle your library.

Hollister's Harmony EN R ... ● ● ● OD
Remove a card in your hand from the game. Return target card from your graveyard to your hand if it shares a type with the card removed this way.

Howling Gale INS U ... ● ● ● OD
Howling Gale deals 1 damage to each creature with flying and to each player. Flashback. ● ●

Hurricane SOR R ● ● ● 7/12/6/7/12/10
Hurricane deals X damage to each creature with flying and each player.

Ivy Elemental SC R ... ● ● ● OD
Ivy Elemental comes into play with +1/+1 counters on it. 0/0.

Jade Leach SC R ... ● ● ● IN
Jade Leach spills you, play cast ● more to play. 5/5.

Kau Chameleon SC U ... ● ● ● IN
Kau Chameleon can't be countered. ● ● Kau Chameleon becomes the color of your choice until end of turn 4/4.

Kau Climber SC C ... ● ● ● IN
Kau Climber draws a card for each creature card in your graveyard.

Killer Combos EN R ... ● ● ● ZTM
X life cards are 2/2 creatures that are still lands.

Nemata, Grove Guard SL R ... ● ● ● PS
● ● Put a 1/1 green Guardian creature token into play.

Scouring Saproling A/S SORlings get +1/+1 until end of turn 4/5.

Neon Frontiers SOR R ... ● ● ● OD
Each player may search his or her library for up to X basic land cards and put them into play tapped. Then each player who searched his or her library may shuffle it.

Nimble Mongoose SC U ... ● ● ● OD
Nimble Mongoose can't be the target of spells or abilities.

Threshold: Nimble Mongoose gets +2/+2 1/1.

Nomadic Elf SC C ... ● ● ● IN
● ● Add one mana of any color to your mana pool. 2/2.

Nut Collector SC R ... ● ● ● OD
At the beginning of your upkeep, you may play a 1/1 green Squirrel creature token into play. Threshold: All Squirrel's get +2/+2 1/1.

Overrun SOR U ● ● ● TM/OD
Creatures you control, get +3/+3 and gain trample until end of turn.

Penumbra Bobcat SC C ... ● ● ● AP
When Penumbra Bobcat comes into play it tramples from play. 2/1 black Cat creature token into play. 2/1.

Penumbra Kavu SC U ... ● ● ● AP
When Penumbra Kavu is put into a graveyard from play, put a 3/3 black Kavu creature token into play. 3/3.

Penumbra Wurm SC R ... ● ● ● AP
Trample. When Penumbra Wurm is put into a graveyard from play, put a 6/6 black Wurm creature token with trample into play.

Pincer Spider SC G ... ● ● ● IN
Kicker ●. Pincer Spider may block as though it had flying. If you paid the kicker cost, Pincer Spider comes into play with a +1/+1 counter on it. 7/7.

Piper's Melody SOR U ... ● ● ● OD
Shuffle any number of target creature cards from your graveyard into your library.

Pianewalker's Favor EN R ... ● ● ● PS
Target opponent reveals a card at random from his or her hand. Target creature gets +X/+X until end of turn, where X is the revealed card's converted mana cost.

Pride of Lions SC U ... ● ● ● 7
You may have Pride of Lions deal its combat damage to defending player as though it weren't blocked 4/4.

Primal Frenzy EC C ... ● ● ● OD
Enchanted creature has trample.

Primal Growth SOR C ... ● ● ● PS
Kicker—Sacrifice a creature. Search your library for a basic land card and put that card into play then shuffle your library.

Pulse of Lianowar EN U ... ● ● ● IN
It is a basic land and you control a tapped mana. It produces mana of any one color instead of its normal type.

Pygmy Kavu SC C ... ● ● ● PS
When Pygmy Kavu comes into play draw a card for each basic land creature your opponents control. 1/2.

Quinton Dryad EN U ... ● ● ● PS
Whenever you play a white, blue, black, or red spell, put a +1/+1 counter on it. Counter Dryad. 1/1.

Quinton Eevee SOR C ... ● ● ● MG IN
As Quinton Eevee comes into play choose a color ● Add ● to your mana pool. ● Add one mana of the chosen color to your mana pool 1/1.

Quinton Explorer SC C ... ● ● ● PS
● Add to your mana pool one mana of any color that a and an opponent control could produce. 1/1.

Quinton Sentinel SC C ... ● ● ● IN
When Quinton Sentinel comes into play add one mana of any color to your mana pool. 2/1.

Quinton Trailblazer SC C ... ● ● ● IN
When Quinton Trailblazer comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

Rabid Elephant SC C ... ● ● ● OD
Whenever Rabid Elephant becomes blocked, it gets +2/+2 until end of turn for each creature blocking it. 3/4.

Rampant Growth SOR C ... ● ● ● 6/7MG/TM
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Reclaim INS C ... ● ● ● 7EX
Put target card from your graveyard on top of your library.

Redwood Treefolk SC C ... ● ● ● 6/7WL
3/6

Refresh INS C ... ● ● ● OD
Regenerate target creature. Draw a card.

Regeneration EC C ... ● ● ● 6/7R/4.5/6.7
● ● Regenerate enchanted creature. Also in I AMG.

Restock SOR R ... ● ● ● IN
Return two target cards from your graveyard to your hand.

Remove Restock from the game.

Rites of Spring SOR C ... ● ● ● OD
Discard any number of cards from your hand. Search your library for many basic land cards, reveal those cards and

NAME	KIND	CR	PR	COST	SETS
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Gorilla Chieftain SC C ... ● ● ● 5/7AI
● ● Regenerate Gorilla Chieftain. 3/3.

Gorilla Titan SC U ... ● ● ● 00
Trample. Gorilla Titan gets +4/+4 as long as there are cards in your graveyard. 4/4.

Grizzly Bear SC C ... ● ● ● LBR/4.5/6.7-2/2
● ●

Ground Seal EN R ... ● ● ● OD
When Ground Seal comes into play draw a card. Cards in graveyards can't be the targets of spells or abilities.

Harrow INS U ... ● ● ● TM/IN
As an additional cost to play Harrow, sacrifice a land. Search your library for two basic land cards and put them into play. Then shuffle your library.

Hollister's Harmony EN R ... ● ● ● OD
Remove a card from your hand from the game. Return target card from your graveyard to your hand if it shares a type with the card removed this way.

Howling Gale INS U ... ● ● ● OD
Howling Gale deals 1 damage to each creature with flying and to each player. Flashback. ● ●

Hurricane SOR R ● ● ● 7
Target creature gets +4/+4 until end of turn. 1/2.

Iron Elemental SC R ... ● ● ● OD
Iron Elemental comes into play with +1/+1 counters on it. 0/0.

Jade Snarr SC C ... ● ● ● AP
Jade Snarr may block as though it had flying. 2/4.

Kite SOR C ... ● ● ● AP
Kite

Kite SOR C ... ● ● ● AP
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gets -1/-1 until end of turn. 2/2.
Goblin Game SDR R ••••• PS
 Each player hides at least one object, then all players reveal them simultaneously. Each player uses its ability to the number of objects he or she revealed. The player who revealed the fewest objects then loses half of his or her life. If two or more players are tied for fewest, each loses half of his or her life, rounded up.

Goblin Gardner SC C ••••• 7/0
 When Goblin Gardner is put into a graveyard from play, destroy target land 2/1.

Goblin Glider SC U ••••• 7/0
 Flying. Goblin Glider can't block 1/1.

Goblin King R ••••• LUR4.5.6.7
 All Goblins get +1/+1 and have mountainwalk, 2/2.

Goblin Marion SC U ••••• 7/0
 When Goblin Marion comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. Then shuffle your library. 1/1.

Goblin Rambler SC C ••••• 7/0
 Shattered Rambler can't block 1/2.

Goblin Rider SC U ••••• AP
 Haste. When Goblin Rider comes into play, reveal the top four cards of your library. Put all Goblin cards revealed that way into your hand and the rest on the bottom of your library. 2/2.

Goblin Spineknives SC C ••••• 7/0
 Mountainwalk, 2/2.

Goblin Spy SC U ••••• IN
 Play with the top card of your library revealed 1/1.

Goblin War Drums EN U ••••• 5.7/0
 Each creature you control can't be blocked except by two or more creatures.

Granite Grip EC C ••••• 7/0
 Enhances creature gets +1/+0 for each mountain you control.

Halim Djinn SC U ••••• H
 Haste. Halim Djinn gets -2/-2 as long as red is the most common color among all permanents or is tied for most common, 6/5.

Hallwarder SC C ••••• 0/0
 First strike 3/1.

Hill Giant SC C ••••• LUR4.5.7
 3/3.

Hooved Kavu SC C ••••• IN
 Hooved Kavu can't be blocked the turn except by artifact creatures and/or black creatures, 2/2.

Illustration SDR U ••••• AP
 Kicker ••• and/or ••• Illuminate deals X damage to target creature. If you paid the ••• kicker cost, 10/millennia deals X damage to that creature's controller. If you paid the ••• kicker cost, you draw X cards.

Impatience EN R ••••• 7/0
 At the end of each player's turn, if that player didn't play a card that turn, Impatience deals 2 damage to him.

Implosion SDR U ••••• PS
 Demolish target and, Draw 2 cards.

Impulsive Maneuvers EN R ••••• 0/0
 Whenever a creature attacks, flip a coin. If you win the flip, the next time that creature would deal combat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal damage this turn, prevent that damage.

Infervar INS R ••••• 4.5.6.7/0
 Inferno deals 6 damage to each creature and each player.

Insolence EC C ••••• PS
 Whenever enchanted creature becomes tapped, Insolence deals 2 damage to that creature's controller.

Karnab, Pit Fighter SL R ••••• 0/0
 Haste •••. Karnab, Pit Fighter deals 3 damage to target creature or player, 6/1.

Karnab's Desire EC C ••••• 0/0
 Enchanted creature has first strike. Threshold. Enchanted creature gets +3/-0.

Kavu Aggressor SC C ••••• IN
 Kicker ••• Kavu Aggressor can't block. If you paid the kicker cost, Kavu Aggressor comes into play with a +1/+1 counter on it, 3/2.

Kavu Glider SC C ••••• AP
 Kicker ••• Kavu Glider gets +0/+1 until end of turn. ••• Kavu Glider gains flying until end of turn, 2/1.

Kavu Marauder SC C ••••• H
 All Kavu become trample. Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Marauder, 3/3.

Kavu Runner SC C ••••• PS
 Target lands become a forest until end of turn, 3/2.

Kavu Runner SC U ••••• IN
 Kavu Runner has haste as long as no opponent controls a white or blue creature, 3/3.

Kavu Scout SC C ••••• PS
 Kavu Scout gets +1/+0 for each basic land type among lands you control, 0/2.

Kalden Mantle EC C ••••• PS
 Regenerates enchanted creature. ••• Enchanted creature gets +1/+0 until end of turn. ••• Enchanted creature gains trample until end of turn, 3/2.

Lava Axe SDR C ••••• 7/0
 Lava Axe deals 5 damage to target player.

Lava Blister SDR U ••••• 0/0
 Destroy target nonbasic land. Unless its controller has Lava Blister deal 5 damage to him or her.

Lightning Blast INS C ••••• 6.7/0
 Lightning Blast deals 4 damage to target creature or player.

Lightning Dart INS U ••••• PS
 Lightning Dart deals 1 damage to target creature if that creature is white or blue. Lightning Dart deals 4 damage to it instead.

Lightning Elemental SC C ••••• 7/0
 haste, 4/1.

Liquid Fire SDR U ••••• 0/0
 Liquid Fire deals 5 damage exactly as you choose between target creature and the creature's controller.

Luminescent Slime SC R ••••• 0/0
 Whenever Luminescent Slime attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that Luminescent Slime would deal this turn, 4/6.

Mac Dog SC C ••••• 0/0
 At the end of your turn, if Mac Dog didn't attack or come under your control the turn sacrifice it, 2/2.

Mages' Contest INS R ••••• IN
 You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may bid the high bid. The bidding ends when the high bid stands. The highest bid loses life equal to the high bid. If you win the bidding, target spell's controller gains life.

Magma Burst INS C ••••• PS
 Kicker ••• Sacrifice two lands. Magma Burst deals 3 damage to target creature or player. If you paid the kicker cost, Magma Burst deals 3 damage to another target creature or player.

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Magma Vein EN U ••••• 0/0

Sacrifice a land. Magma Vein deals 1 damage to each creature without flying.

Magnate SC R ••••• 0/0

Haste. Magnate's power and toughness are each equal to the number of sorcery cards in al. graveyards, 7/0.

Mara Clash SDR R ••••• 4.5/7/0

You and target opponent each flip a coin. Mara Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip.

Maniacal Rage EC C ••••• EX/IN

Enchanted creature gets +2/+2 and can't be blocked.

Maze Layer SC R ••••• 0/0

Put a mana counter on target land. Whenever a and

an orange counter on it becomes tapped, destroy it. When Maze Layer plays, remove all mana counters from all lands, 17/0.

Mindwar Explorer SC L ••••• 0/0

When Mindwar Explorer comes into play, sacrifice it unless you

discard a card at random from your hand, 3/3.

Minotaur Tactician SC C ••••• AP

Haste. Minotaur Tactician gets +1/+1 as long as you control a

white creature. Minotaur Tactician gets +1/+1 as long as you

control a black creature.

Mire Kavu SC C ••••• PS

Mire Kavu gets +1/+1 as long as you control a swamp, 3/2.

Mogg Jaller SC U ••••• PS

Mogg Jaller can't attack if defending player controls an

unblocked creature with power 2 or less, 2/2.

Mogg Sentry SC R ••••• PS

Whenever an opponent plays a spell, Mogg Sentry gets +2/+2

until end of turn, 1/1.

Mother Influence INS R ••••• 0/0

Counter target instant or sorcery spell unless its controller has

Mother Influence deal 4 damage to him or her.

Mutabore INS R ••••• 0/0

Target player removes all land cards from his or her graveyard

from the game, 0/0.

Mythic Result SDR R ••••• 0/0

Sacrifice a card. Target creature gains haste, +1/1 and of turn.

Mythic Result SDR R ••••• 0/0

Mythic Result can't be countered. Destroy all artifacts, creatures, and lands. They can't be regenerated.

Obstinate Farmer SDR R ••••• 0/0

If you don't draw a card, you may skip that draw instead, 1/1.

Ogre Taskmaster SC U ••••• 7MM

Ogre Taskmaster can't block, 4/3.

Okk SC R ••••• 0/0

Okk can't attack unless a creature with greater power also attacks. Okk can't block unless a creature with greater power also blocks. 4/4.

Onslaught SDR C ••••• 0/0

At the end of each player's turn, if that player didn't play a

card that turn, Onslaught deals 2 damage to him.

Oppressor SDR U ••••• PS

Demolish target and, Draw 2 cards.

Oppressive Maneuvers EN R ••••• 0/0

Whenever a creature attacks, flip a coin. If you win the flip,

the next time that creature would deal combat damage this

turn, it deals double that damage instead. If you lose the flip,

the next time that creature would deal damage this turn, prevent that damage.

Orchard SDR U ••••• 4.5.6.7/0

Inferno deals 6 damage to each creature and each player.

Insolence EC C ••••• PS

Whenever enchanted creature becomes tapped, Insolence deals

2 damage to that creature's controller.

Karnab, Pit Fighter SL R ••••• 0/0

Haste •••. Karnab, Pit Fighter deals 3 damage to target creature or player, 6/1.

Karnab's Desire EC C ••••• 0/0

Enchanted creature has first strike. Threshold.

Enchanted creature gains +3/-0.

Kavu Glider SC C ••••• AP

Kicker ••• Kavu Glider gets +0/+1 until end of turn, ••• Kavu Glider gains flying until end of turn, 2/1.

Kavu Marauder SC C ••••• H

All Kavu become trample. Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Marauder, 3/3.

Kavu Runner SC C ••••• PS

Target lands become a forest until end of turn, 3/2.

Kavu Runner SC U ••••• IN

Kavu Runner has haste as long as no opponent controls a white or blue creature, 3/3.

Kavu Scout SC C ••••• PS

Kavu Scout gets +1/+0 for each basic land type among lands

you control, 0/2.

Kalden Mantle EC C ••••• PS

Regenerates enchanted creature. ••• Enchanted creature

gets +1/+0 until end of turn. ••• Enchanted creature gains

trample until end of turn, 3/2.

Lava Axe SDR C ••••• 7/0

Lava Axe deals 5 damage to target player.

Lava Blister SDR U ••••• 0/0

Destroy target nonbasic land. Unless its controller has Lava Blister deal 5 damage to him or her.

Lightning Blast INS C ••••• 6.7/0

Lightning Blast deals 4 damage to target creature or player.

Lightning Dart INS U ••••• PS

Lightning Dart deals 1 damage to target creature if that creature is white or blue. Lightning Dart deals 4 damage to it instead.

Lightning Elemental SC C ••••• 7/0

haste, 4/1.

Liquid Fire SDR U ••••• 0/0

Liquid Fire deals 5 damage exactly as you choose between target creature and the creature's controller.

Luminescent Slime SC R ••••• 0/0

Whenever Luminescent Slime attacks or blocks, put the top

card of your library into your graveyard. If that card is a land card, prevent all combat damage that Luminescent Slime would deal this turn, 4/6.

Mac Dog SC C ••••• 0/0

At the end of your turn, if Mac Dog didn't attack or come under

your control the turn sacrifice it, 2/2.

Mages' Contest INS R ••••• IN

You and target spell's controller bid life. You start the bidding

with a high bid of 1. In turn order, each player may bid the

high bid. The bidding ends when the high bid stands. The highest bid loses life equal to the high bid. If you win the bidding, target spell's controller gains life.

Magma Burst INS C ••••• PS

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target creature or player. If you paid the kicker cost, Magma

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target creature and the creature's controller.

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Magma Burst INS C ••••• PS

MAGIC

The Gathering

Players Guide

NAME	KIND	CR	PR	COST	SETS
Two deals	Damage				

Two deals damage to target creature or player. Draw a card.

WHITE

NAME	KIND	CR	PR	COST	SETS
Age of Honor	EN R	***			00

The next time an instant or sorcery spell would deal damage to you, that turn, the spell deals that damage to its controller instead.

NAME	KIND	CR	PR	COST	SETS
Albatross Lurch	SC R	***			IN

White spells you play cost +2 more to play 1/3.

NAME	KIND	CR	PR	COST	SETS
Ancient Pelt	SC R	***			00

You gain 2 life for each card in your graveyard.

NAME	KIND	CR	PR	COST	SETS
Angel of Mercy	SC U	***			IN

Flying. When Angel of Mercy comes into play, you gain 3 life. 3/3.

NAME	KIND	CR	PR	COST	SETS
Angelfire Crusader	SC C	**			AP

Angelfire Crusader gets +1/+1 until end of turn. 2/3.

NAME	KIND	CR	PR	COST	SETS
Angelic Page	SC C	**			IN

Target attacking or blocking creature gets +1/+1 until end of turn. 1/1.

NAME	KIND	CR	PR	COST	SETS
Angelic Wall	SC C	***			IN

Flying. When Angelic Wall comes into play, you gain 3 life. 3/3.

NAME	KIND	CR	PR	COST	SETS
Animal Boneyard	EL U	***			00

Enchanted land has +3. Sacrifice a creature. You gain 3 life. 3/3.

NAME	KIND	CR	PR	COST	SETS
Ardent Militia	SC U	***			6.7W

Attacking doesn't cause Ardent Militia to tap 2/5.

NAME	KIND	CR	PR	COST	SETS
Ardent Soldier	SC C	***			IN

Kicker. Attacking doesn't cause Ardent Soldier to tap. If you paid the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it. 1/2.

NAME	KIND	CR	PR	COST	SETS
Atahya, Smiting Master	SL R	***			IN

Choose one: Prevent the next X damage that would be dealt to target creature this turn or you gain 3 life. Spend only white mana this way. 2/3.

NAME	KIND	CR	PR	COST	SETS
Aura Blast	NS C	***			PS

Instant or target enchantment. Draw a card.

NAME	KIND	CR	PR	COST	SETS
Auravance	SC C	***			00

When Auravance comes into play, you may return target enchantment card from your graveyard to your hand. 2/2.

NAME	KIND	CR	PR	COST	SETS
Aurora Griffin	EN R	***			IN

Flying. Tap a creature permanent becomes white until end of turn. 2/2.

NAME	KIND	CR	PR	COST	SETS
Aven Archer	SC U	***			00

Flying. Tap Aven Archer deals 2 damage to target attacking or blocking creature. 2/2.

NAME	KIND	CR	PR	COST	SETS
Aven Cloudchaser	SC C	***			IN

Flying. When Aven Cloudchaser comes into play, destroy target enchantment. 2/2.

NAME	KIND	CR	PR	COST	SETS
Aven Flock	SC C	***			00

Flying. Aven Flock gets +0/+1 until end of turn. 2/3.

NAME	KIND	CR	PR	COST	SETS
Aven Shrine	EN R	***			IN

Whenever a player plays a spell that player gains X life where X is the number of cards in all graveyards with the same name as that spell.

NAME	KIND	CR	PR	COST	SETS
Balancing Act	SDR R	***			00

Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the fewest. You sacrifice the rest. Each player chooses a card from his or her hand the same way.

NAME	KIND	CR	PR	COST	SETS
Beloved Chaplain	SC J	***			00

Protection from creatures 1/1.

NAME	KIND	CR	PR	COST	SETS
Benalish Embassy	SC U	***			IN

Kicker. When Benalish Embassy comes into play, if you paid the +1/x cost, destroy target and 1/4.

NAME	KIND	CR	PR	COST	SETS
Benalish Herald	SC R	***			IN

Draw a card. 2/4.

NAME	KIND	CR	PR	COST	SETS
Benalish Lancer	SC C	***			IN

Kicker. If you paid the kicker cost, Benalish Lancer comes into play with two +1/+1 counters on it and first strike. 2/2.

NAME	KIND	CR	PR	COST	SETS
Benalish Trapper	SC C	***			IN

* Tap target creature card from your graveyard to play.

NAME	KIND	CR	PR	COST	SETS
Blessed Oracle	SC U	***			00

Other creatures you control get +1/+1. 1/4.

NAME	KIND	CR	PR	COST	SETS
Blessed Reversal	NS R	***			7UZ

You gain 3 life for each creature attacking you.

NAME	KIND	CR	PR	COST	SETS
Blinding Light	SC U	***			MCIN

Tap an nonwhite creature.

NAME	KIND	CR	PR	COST	SETS
Breath of Life	SDR U	***			7

Return target creature card from your graveyard to play.

NAME	KIND	CR	PR	COST	SETS
Centaur	SC R	***			00

Attacking doesn't cause Centaur to tap. Centaur's power and toughness are each equal to the number of enchantments on all graveyards. 7/7.

NAME	KIND	CR	PR	COST	SETS
Centaur's Judgment	EN R	***			IN

Target creature can't prevent that damage.

NAME	KIND	CR	PR	COST	SETS
Centaur's Judgment	EN R	***			IN

* Tap target creature card from your graveyard to play.

NAME	KIND	CR	PR	COST	SETS
Centaur's Judgment	EN R	***			IN

Target creature can't prevent that damage.

NAME	KIND	CR	PR	COST	SETS
Centaur's Judgment	EN R	***			IN

* Tap target creature card from your graveyard to play.

NAME	KIND	CR	PR	COST	SETS
Centaur's Judgment	EN R	***			IN

Target creature can't prevent that damage.

NAME	KIND	CR	PR	COST	SETS
Centaur's Judgment	EN R	***			IN

* Tap target creature card from your graveyard to play.

NAME	KIND	CR	PR	COST	SETS
Centaur's Judgment	EN R	***			IN

Target creature can't prevent that damage.

NAME	KIND	CR	PR	COST	SETS
Centaur's Judgment	EN R	***			IN

* Tap target creature card from your graveyard to play.

NAME	KIND	CR	PR	COST	SETS
Centaur's Judgment	EN R	***			IN

Target creature can't prevent that damage.

NAME	KIND	CR	PR	COST	SETS
Centaur's Judgment	EN R	***			IN

* Tap target creature card from your graveyard to play.

<tbl

NAME KIND CR PR COST SETS

① Pay 1 life: Prevent all damage that would be dealt to you this turn by a source of your choice that shares a color with the main spell on the active mana pool.

Purr Reflection SOR R *** 7UL
Whenever a player plays a creature spell, destroy all Reflections. Then that player puts a white Reflection creature token into play with power and toughness equal to the converted mana cost of that spell.

Purity SOR R *** 7UL
Destroy all artifacts and enchantments.

Rampant Elephant SC C *** IN
② Target creature blocks Rampant Elephant this turn if able 2/2.

Ray of Distortion INS C *** 0D
Destroy target artifact or enchantment. Flashback: ②***.

Razorclaw Griffin SC C *** 7IN
Flying, first strike, 2/2.

Reprisal INS U *** 6.7AI
Destroy target creature with power 4 or greater, it can't be regenerated.

Resilient Warbler SC U *** 0D
First strike. Discard a card from your hand. Resilient Warbler gains protection from the color of your choice until end of turn 2/3.

Retract INS C *** IN
Prevent all combat damage that would be dealt by target attacking creature this turn. Draw a card.

Reverse Damage INS R *** 0D LUR4.5.6.7
The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way.

Reviving Dose INS C *** IN
You gain 3 life. Draw a card.

Rewards of Diversity EN U *** IN
Whenever an opponent plays a multicolored spell, you gain 4 life.

Reya, Dawnbringer SL R *** 7IN
Flying. At the beginning of your upkeep, you may return target creature card from your graveyard to play 4/6.

Rolling Stones EN R *** 7SH
Walls may attack as though they weren't Walls.

Root SOR R *** IN
You may play Root any time you could play it if you pay ② more to play it. Destroy all creatures. They can't be regenerated.

Ruhman Djinn SC U *** IN
First strike. Ruhman Djinn gets +2/-2 as long as white is the most common color among all permanents or is tied for most common. 5/5.

Sacred Ground EN R *** 7SH
Whenever a spell or ability an opponent controls puts a land into your graveyard from play, return that land to play.

Sacred Nectar SOR C *** 7
You gain 4 life.

Sacred Rites INS C *** 0D
Discard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each card discarded this way.

Samnite Elder SC R *** 0PS
② Creatures you control gain protection from the color(s) of target permanent you control until end of turn. 1/2.

Samnite Healer SC C *** 0PS LUR4.5.6.7
② Prevent the next 1 damage that would dealt to target creature or player this turn.

Samnite Monk INS U *** IN
Prevent all damage that would be dealt by a source of your choice to this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.

Samnite Pilgrim SC C *** 0PS
② Prevent the next X damage that would be dealt to target creature this turn, where X is the number of basic land types among lands you control. 1/1.

Sanctimony EN U *** 7UD
Whenever an opponent taps a mountain for mana, you may gain 1 life.

Seasoned Marshal SC U *** 7UD
Whenever Seasoned Marshal attacks, you may target creature 2/2.

Seeds of Doubt INS C *** 0D
Remove target attacking creature from the game. Draw a card.

Serious Advocate SOR J *** 7UD
Flying. ② Target attacking or blocking creature gets +2/-2 until end of turn. 2/2.

Serra Angel SC R *** 0PS LUR4.7
Flying. Attacking doesn't cause Serra Angel to tap. 4/4.

Serra's Embrace EC U *** 7UD
Enchanted creature gets +2/+2 and has flying. Attacking doesn't cause enchanted creature to tap.

Shackles EC C *** EXIN
Enchanted creature doesn't untap during its controller's untap step. ② Return Shackles to its owner's hand.

Shelter SC C *** 0D
Target creature you control gains protection from the color of your pants and a unit of time. Draw a card.

Ship of Duty and Reason CCG *** 0AP
Enchanted creature has protection from green and blue.

Shield Wall INS U *** 5.7CHLG
Creatures you control get +0/+2 until end of turn.

Skyshrub Falcon SC C *** 7SH
Flying. Attacking doesn't cause Skyshrub Falcon to tap. 1/1.

Soulcatcher SC U *** 0D
Flying. Whenever a creature with flying is put into a graveyard from play, put a +1/+1 counter on Soulcatcher. 1/1.

Southern Paladin SC R *** 7WL
②***. ② Destroy target red permanent. 3/3.

Spectral Lynx SC R *** 0AP
Protection from green. ② Regenerates Spectral Lynx. 2/1.

Sphere of Duty EN U *** 0D
If a green source would deal damage to you, prevent 2 of that damage.

Sphere of Grace EN U *** 0D
If a black source would deal damage to you, prevent 2 of that damage.

Sphere of Law EN U *** 0D
If a red source would deal damage to you, prevent 2 of that damage.

Sphere of Reason EN U *** 0D
If a blue source would deal damage to you, prevent 2 of that damage.

Sphere of Truth EN U *** 0D
If a white source would deal damage to you, prevent 2 of that damage.

Spirit Link EC U *** 4.5.6.7LG
Whenever an enchanted creature deals damage, you gain that much life.

Spirit of Resistance EN R *** 0D
If you control a permanent of each color, prevent all damage that would be dealt to you.

Spirit Weaver SC U *** 0D
② Target green or blue creature gets +0/+1 until end of turn. 2/2.

Spiritualize INS U *** 0D
Until end of turn, whenever target creature deals damage, you gain that much life. Draw a card.

NAME KIND CR PR COST SETS

Standard Bearer SC C *** 0AP
① If a spell or ability an opponent controls could target a Player, that player chooses at least one Flagbearer as a target. 1/1.

Standing Troops SC C *** 6.7EX
Attacking doesn't cause Standing Troops to tap. 1/4.

Starlight SOR U *** 7
You gain 3 life for each black creature target opponent controls.

Staunch Defenders SC C *** 6.7TM
When Staunch Defenders comes into play, you gain 4 life. 3/4.

Strength of Unity EC C *** 0IN
Enchanted creature gets +1/+1 for each basic land type among lands you control.

Sunscape Apprentice SC C *** 0IN
② Target creature gets +1/+1 until end of turn.

Sunscape Battlemage SC U *** 0PS
Kicker ② and/or ② When Sunscape Battlemage comes into play, if you paid the ② Kicker cost, destroy target creature with flying. When Sunscape Battlemage comes into play, if you paid the ② Kicker cost, draw two cards. 2/2.

Sunscape Familiar SC C *** 0PS
Green spells and blue spells you play cost ② less to play. 0/3.

Sunscape Master SC R *** 0IN
② Creatures you control get +2/+2 until end of turn.

Sunweb SC R *** 6.7MG
Flying. Sunweb can't block creatures with power 2 or less. 7/3.

Sunrise Defender INS U *** 0PS
Put Sunrise Defender into play during combat. Put a nonwhite creature card from your hand into play. At end of turn, return that creature to your hand.

Sustainer of the Realm SC U *** 0PS
Flying. Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn. 2/3.

Tattoo Ward ED U ** 0D
Enchanted creature gets +1/+1 and has protection from enchantments. This effect doesn't remove Tattoo Ward. Sacrifice Tattoo Ward: Destroy target enchantment.

Teferi's Care EN U *** 0IN
② Sacrifice an enchantment: Destroy target enchantment.

Testament of Faith EN U *** 0D
② Testament of Faith becomes an X/4 Wall creature until end of turn.

NAME KIND CR PR COST SETS

Berbarian Ring LAN R **** 0D
② Add ② to your mana pool. Berbarian Ring deals 1 damage to you. Threshold: ② Sacrifice Berbarian Ring; Berbarian Ring deals 2 damage to target creature or player.

Battlefield Forge LAN R *** 0AP
② Add one colorless mana to your mana pool. ② Add ② to your mana pool. Battlefield Forge deals 1 damage to you.

Bog Wreckage LAN C *** 0D
Bog Wreckage comes into play tapped. ② Add ② to your mana pool. Sacrifice Bog Wreckage: Add one mana of any color to your mana pool.

Brushland LAN R *** 5.6.7IA
② Add one colorless mana to your mana pool. ② Add ② to your mana pool. Brushland deals 1 damage to you.

Cabal Pit LAN U *** 0D
② Add ② to your mana pool. Cabal Pit deals 1 damage to you. Threshold: ② Sacrifice Cabal Pit; Target creature gets -2/-2 until end of turn.

Caves of Koldis LAN R **** 0AP
② Add one colorless mana to your mana pool. ② Add ② to your mana pool. Caves of Koldis deals 1 damage to you.

Centaur Garden LAN U **** 0D
② Add ② to your mana pool. Centaur Garden deals 1 damage to you. Threshold: ② Sacrifice Centaur Garden; Target creature gets -3/-3 until end of turn.

Cephalid Colossus LAN U *** 0D
② Add ② to your mana pool. Cephalid Colossus deals 1 damage to you. Threshold: ② Sacrifice Cephalid Colossus; Target player draws three cards, then discards three cards from his or her hand.

City of Brass LAN R **** 5.6.7CHAN
Whenever City of Brass becomes tapped, it deals 1 damage to you. ② Add one mana of any color to your mana pool.

Cloudy Expanses LAN R ** 0D
② Add ② to your mana pool.

Coffin Veneer LAN C *** 0IN
Sullen Veneer comes into play tapped. ② Add ② to your mana pool. Sacrifice Coffin Veneer: Add ② to your mana pool.

Corruptive Springs LAN R *** 5.6.7IA
② Add one colorless mana to your mana pool. ② Add ② to your mana pool. Corruptive Springs deals 1 damage to you.

Crusis's Catacombs LAN U *** 0PS
Crusis's Catacombs is a Lair in addition to its land type. When Crusis's Catacombs comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.

Curse of the Reefs LAN R *** 0AP
② Add one colorless mana to your mana pool. ② Add ② to your mana pool.

Darkwater Catacombs LAN R *** 0D
② Add one colorless mana to your mana pool. Darkwater Catacombs deals 1 damage to you. Threshold: ② Sacrifice Darkwater Catacombs; Target player draws three cards, then discards three cards from his or her hand.

Death's Shadow LAN C *** 0IN
Death's Shadow comes into play tapped. ② Add ② to your mana pool.

Deserted Temple LAN R *** 0D
② Add one colorless mana to your mana pool. Untap target land.

Dromar's Haven LAN U *** 0PS
Dromar's Haven is a Lair in addition to its land type. When Dromar's Haven comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.

Elphame Palace LAN U *** 0IN
Elphame Palace comes into play tapped. ② Add ② to your mana pool.

Feltron Ruins LAN C *** 0IN
Feltron Ruins is a Lair in addition to its land type. When Feltron Ruins comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.

Groundriver River LAN R *** 5.6.7IA
② Add one colorless mana to your mana pool. ② Add ② to your mana pool. Groundriver River deals 1 damage to you.

Heavily Rooted LAN C *** 0IN
Heavily Rooted: Steal your library for a basic land card that card into play. Then shuffle your library.

Timberland Ruins LAN C *** 0D
Timberland Ruins comes into play tapped. ② Add ② to your mana pool. Sacrifice Timberland Ruins: Add one mana of any color to your mana pool.

Tinder Fire LAN C *** 0IN
Tinder Fire comes into play tapped. ② Add ② to your mana pool.

Trevor's Ruins LAN U *** 0PS
Trevor's Ruins is a Lair in addition to its land type. When Trevor's Ruins comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.

Underground River LAN R *** 5.6.7IA
② Add one colorless mana to your mana pool. ② Add ② to your mana pool. Underground River deals 1 damage to you.

Urborg Volcano LAN U *** 0IN
Urborg Volcano comes into play tapped. ② Add ② to your mana pool.

Yavimaya Coast LAN R *** 0AP
② Add one colorless mana to your mana pool. ② Add ② to your mana pool. Yavimaya Coast deals 1 damage to you.

NAME KIND CR PR COST SETS

② Add one colorless mana to your mana pool. ② Add ② to your mana pool. Llanowar Wastes deals 1 damage to you.

Meteor Crater LAN R *** 0PS
② Color a color of a permanent you control. Add one mana of that color to your mana pool.

Mossfire Valley LAN R ** 0D
② Add ② to your mana pool.

Nomad Stadium LAN U *** 0D
② Add ② to your mana pool. Nomad Stadium deals 1 damage to you. Threshold: ② Sacrifice Nomad Stadium; You gain 4 life.

Petified Field LAN R ** 0D
Add one colorless mana to your mana pool. Sacrifice Petified Field: Return target land card from your graveyard to your hand.

Ravaged Highlands LAN C *** 0D
Ravaged Highlands comes into play tapped. ② Add ② to your mana pool. Sacrifice Ravaged Highlands: Add one mana of any color to your mana pool.

Rith's Grove LAN U *** 0PS
Rith's Grove is a Lair in addition to its land type. When Rith's Grove comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.

Salt Marsh LAN U *** 0IN
Salt Marsh comes into play tapped. ② Add ② to your mana pool.

Seafloor Debris LAN C *** 0D
Seafloor Debris comes into play tapped. ② Add ② to your mana pool.

Shadowblood Ridge LAN R ** 0D
② Add ② to your mana pool.

Shivan Oasis LAN U *** 0IN
Shivan Oasis comes into play tapped. ② Add ② to your mana pool.

Shivan Reef LAN R *** 0AP
② Add one colorless mana to your mana pool. ② Add ② to your mana pool.

Skycloud Expanses LAN R ** 0D
② Add ② to your mana pool.

Sulfur Vent LAN C *** 0IN
Sulfur Vent comes into play tapped. ② Add ② to your mana pool. Sacrifice Sulfur Vent: Add ② to your mana pool.

Sulfurous Springs LAN R *** 5.6.7IA
② Add one colorless mana to your mana pool. ② Add ② to your mana pool. Sulfurous Springs deals 1 damage to you.

Sungrass Prairie LAN R ** 0D
② Add ② to your mana pool.

Tarnished Citadel LAN R * 0D
② Add one colorless mana to your mana pool. Tarnished Citadel deals 3 damage to you.

Terminal Moraine LAN U *** 0PS
② Add one colorless mana to your mana pool. ② Sacrifice Terminal Moraine: Steal your library for a basic land card that card into play. Then shuffle your library.

Timberland Ruins LAN C *** 0D
Timberland Ruins comes into play tapped. ② Add ② to your mana pool.

Tinder Fire LAN C *** 0IN
Tinder Fire comes into play tapped. ② Add ② to your mana pool.

Trayva's Ruins LAN U *** 0PS
Trayva's Ruins is a Lair in addition to its land type. When Trayva's Ruins comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.

Underground River LAN R *** 5.6.7IA
② Add one colorless mana to your mana pool. ② Add ② to your mana pool.

Urborg Volcano LAN U *** 0IN
Urborg Volcano comes into play tapped. ② Add ② to your mana pool.

Yavimaya Coast LAN R *** 0AP
② Add one colorless mana to your mana pool. ② Add ② to your mana pool. Yavimaya Coast deals 1 damage to you.

SPLIT CARDS

Assault / Battery

SP U *** ② / ② / ② IN
Assault deals 2 damage to target creature or player. / Tap a 3/3 green Elephant token into play.

Day / Night SP U *** ② / ② / ② / ② / ② / ② AP
Day: Target player controls get +1/+1 until end of turn. / Night: Target creature gets +1/+1 until end of turn.

Fire / Ice SP U *** ② / ② / ② / ② / ② / ② AP
Fire deals 2 damage divided as you choose among any number of target creatures and/or players. / Tap target permanent. Draw a card.

Illusion / Reality SP U *** ② / ② / ② / ② / ② / ② AP
Target spell or permanent becomes the color of your choice until end of turn. / Destroy target artifact.

Life / Death SP U *** ② / ② / ② / ② / ② / ② AP
Until end of turn, all lands you control are 1/1 creatures that are still lands. / Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.

Order / Chaos SP U *** ② / ② / ② / ② / ② / ② AP
Order: Target attacking creature from the game. / Chaos can't block this turn.

Pain / Suffering SP U *** ② / ② / ② / ② / ② / ② IN
Target creature discards a card from his hand. / Destroy target creature.

Spine / Malice SP U *** ② / ② / ② / ② / ② / ② IN
Counter target noncreature spell. / Destroy target nonblack creature. It can't be regenerated.

Stand / Deliver SP U *** ② / ② / ② / ② / ② / ② IN
Prove the next 2 damage that would be dealt to target creature this turn. / Return target permanent to its owner's hand.

Wax / Wane SP U *** ② / ② / ② / ② / ② / ② IN
Target creature gets +2/+2 until end of turn. / Destroy target enchantment.



LAND

Abandoned Outpost

LAN C *** 0D
Abandoned Outpost comes into play tapped. ② Add ② to your mana pool. Sacrifice Abandoned Outpost: Add one mana of any color to your mana pool.

Adarkar Wastes LAN R *** 5.6.7IA
② Add one colorless mana to your mana pool. ② Add ② to your mana pool. Adarkar Wastes deals 1 damage to you.

Ancient Spring LAN C *** 0IN
Ancient Spring comes into play tapped. ② Add ② to your mana pool. ② Sacrifice Ancient Spring: Add ② to your mana pool.

Archaeological Dig LAN U ** 0IN
Archaeological Dig comes into play tapped. ② Add ② to your mana pool. ② Sacrifice Archaeological Dig: Add ② to your mana pool.

Irrigation Ditch

LAN C *** 0IN
Irrigation Ditch comes into play tapped. ② Add ② to your mana pool. ② Sacrifice Irrigation Ditch: Add ② to your mana pool.

Karpilus Forest LAN R *** 5.6.7IA
② Add one colorless mana to your mana pool. ② Add ② to your mana pool. Karpilus Forest deals 1 damage to you.

Keldon Necropolis LL R *** 0IN
Keldon Necropolis comes into play tapped. ② Add ② to your mana pool. ② Sacrifice Keldon Necropolis: Add ② damage to target creature or player.

Llanowar Wastes LAN R *** 0AP
Llanowar Wastes comes into play tapped. ② Add ② to your mana pool.

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ILLINOIS

WEEKLY FRIDAY NIGHTS IN NOVEMBER & DECEMBER, CHICAGO

COLLECT A CARD N COMICS is proud to announce our \$100* cash prize tournaments every Sunday starting at 12:00 p.m. Type II 4 round Swiss; \$6 entry fee. Every Saturday, a booster box of *Apocalypse* or *Invasion** is up for grabs in our Booster Draft Tournament; \$15 entry fee. *Some restrictions apply; please visit our website for details and directions WWW.CCNCOMICS.COM. 6810 W. Archer Ave. Chicago IL, 60638. (773) 229-0979. CCGPRO.COM is looking for teams to sponsor! Have what it takes to be a PRO? Give them a click and find out how to get paid to play!

NEW JERSEY

WEEKLY EVENTS, POMPTON LAKES

HAPPY JACK GAMES, 8A Colfax Ave, Pompton Lakes, NJ. Brand spanking new event schedule for your enjoyment. Mon.: Fashion Show. Dress to thrill! Tues.: Junk Trick Night. Learn such classic poses as "The Flying Squirrel," "Eiffel Tower," and the ever-popular, "Dinner

Platter." Wed.: Ladies' Night—YET AGAIN!! The triumph of ridiculous hope over cruel, cruel experience. Thurs.: John Shaft Night. He's a bad mutha—shut yo mouth. Just talking 'bout Shaft. Fri.: Exit Only Night. First one to land a mud shark wins a prize. Sat.: Aleister Crowley Night. Come scream at the sky until it rains down upon thee. Sun.: Recovery Day. After last night's activity, you need to relax. All that screaming at the sky; what's wrong with you? Fri. and Sat. night: DCI sanctioned M:TG Booster Drafts. *MLB* and *NFL* Showdown, in stock!! *Warhammer 40K* Kroot and Tau Army, in stock!! Wide selection of RPG core books, modules and supplements. Stop in and say hello. You may even meet The Dude.

NEW YORK

WEEKLY IN NOVEMBER & DECEMBER NANUET

WIZARD WORLD, the longest running tournament in Rockland! 1/4 mile east of Nanuet Mall on Route 59 in the Pathmark Shopping Center. *Magic* tournaments every Friday at 6 p.m. Players vote for tournament type (I, II, Draft) with prizes for the top three competitors. Call for *Warhammer* information. We also have a complete selection of *Warhammer*, *LSR*, *Star Wars*, *BattleTech* and *Pokémon*. We will demo any game upon request. For further information, contact John @ (845) 624-2224.

VIRGINIA

DECEMBER 2, MCLEAN/VIENNA (WASHINGTON D.C. AREA)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY AND CCG SHOW, Tysons Corner Westpark Hotel, 8401 Westpark Drive, McLean, VA. Directions: Take exit 47 (Route 7 West) off I-495, 1/2 mile hotel on right. Directions (703) 734-2800. 90 vendor tables: 1st table @ \$85, 2nd table @ \$80, 3rd+ @ \$75. \$3 admission; children under 5, FREE. FREE parking, 10 a.m.-4 p.m. Buy, sell, trade: CCG, Gold, Silver & new comics, independents, horror, sci-fi, anime, DVDs, figures, toys, posters, T-shirts, original artwork, non-sports cards, etc. Guests: Call Jeff Rocen @ (703) 912-1993; <http://members.aol.com/comicsshow> or e-mail comicsshow@aol.com.

The cover of InQuest Gamer magazine features a large, detailed illustration of a green, scaly dragon with a long, spiny tail. The title 'INQUEST GAMER' is prominently displayed in large, yellow, block letters at the top. Below the title, the text '4518 MAGIC CARDS' is written in large, white, bold letters. At the bottom left, there's a smaller image of a person and the text 'ANGELINA ON LARA!'. Other text on the cover includes 'Tomb Raider', 'You Haven't Seen', 'COMPLETE ORACLE PLAYERS GUIDE', '25 APOCALYPSE SPOILERS', 'KICK BUTT!', and 'WARLORD GUIDE TO EVERY SINGLE CARD!'. The overall theme is fantasy and gaming.

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by the IQ GAMER staff

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